

# **ALEKHINE vs. EUWE RETURN MATCH 1937**



**by M. M. Botvinnik**

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## INTRODUCTION

In his introduction to the games of the match, Botvinnik says "The Alekine-Euwe Return Match of 1937 was more interesting than their 1935 Match. In the first match, Alekine played poorly. In the second, he regained the form he had shown in his match against Capablanca in 1927".

Alekine was not the only one in good form in the late 1930's. Botvinnik's annotations to the match games are of the highest quality. Moreover, though his commentary is not explicitly critical of Euwe, it reveals his admiration for Alekine's "Qualities as a great Master" (Final comment in Game 22).

Botvinnik was already thinking of a title match with Alekine (the war delayed his ambitions, the match was set for London in 1946, but Alekine died before it began), and more simply commenting on the games of an important match, I am sure that Botvinnik was carefully studying his future opponent.

A quarter of a century has passed since these games were played. The openings used are sometimes old-fashioned, but the strategic and tactical ideas, illuminated by Botvinnik's concise notes, are of World Championship caliber from the first game to the last.

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TRANSLATED FROM:

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# МАТЧ — РЕВАНШ АЛЕХИН — ЭЙВЕ

НА ПЕРВЕНСТВО МИРА  
(октябрь - - декабрь 1937 г.)

СБОРНИК ПАРТИЙ

Государственное Издательство  
„ФИЗКУЛЬТУРА И СПОРТ“  
Москва — Ленинград  
1939



DR. ALEKHINE

## TABLE OF MATCH RESULTS

GAME NO.	OPENING	RESULT	STANDING	
			EUWE/ALEKINE	
1	Slav Defense	Euwe 1	1	0
2	Slav Defense	Alekine 1	1	1
3	Slav Defense	$\frac{1}{2} - \frac{1}{2}$	$1\frac{1}{2}$	$1\frac{1}{2}$
4	Slav Defense	$\frac{1}{2} - \frac{1}{2}$	2	2
5	Queen's Gambit Accepted	Euwe 1	3	2
6	Slav Defense	Alekine 1	3	3
7	Slav Defense	Alekine 1	3	4
8	Nimzoindian	Alekine 1	3	5
9	Slav Defense	$\frac{1}{2} - \frac{1}{2}$	$3\frac{1}{2}$	$5\frac{1}{2}$
10	Nimzoindian	Alekine 1	$3\frac{1}{2}$	$6\frac{1}{2}$
11	Slav Defense	$\frac{1}{2} - \frac{1}{2}$	4	7
12	Nimzoindian	$\frac{1}{2} - \frac{1}{2}$	$4\frac{1}{2}$	$7\frac{1}{2}$
13	Slav Defense	Euwe 1	$5\frac{1}{2}$	$7\frac{1}{2}$
14	Catalin	Alekine 1	$5\frac{1}{2}$	$8\frac{1}{2}$
15	Slav Defense	$\frac{1}{2} - \frac{1}{2}$	6	9



16	Catalin	$\frac{1}{2}$ - $\frac{1}{2}$	$6\frac{1}{2}$	$9\frac{1}{2}$
17	Slav Defense	Euwe 1	$7\frac{1}{2}$	$9\frac{1}{2}$
18	Queen's Gamb.	$\frac{1}{2}$ - $\frac{1}{2}$	8	10
19	Nimzoindian	$\frac{1}{2}$ - $\frac{1}{2}$	$8\frac{1}{2}$	$10\frac{1}{2}$
20	Nimzoindian	$\frac{1}{2}$ - $\frac{1}{2}$	9	11
21	Queen's Ind.	Alekine 1	9	12
22	Reti Opening	Alekine 1	9	13
23	Queen's Ind.	$\frac{1}{2}$ - $\frac{1}{2}$	$9\frac{1}{2}$	$13\frac{1}{2}$
24	Queen's Gamb.	Alekine 1	$9\frac{1}{2}$	$14\frac{1}{2}$
25	Nimzoindian	Alekine 1	$9\frac{1}{2}$	$15\frac{1}{2}$

Euwe played White in the odd-numbered games.

Time Control:  $2\frac{1}{2}$  hours for 40 moves;  
16 moves per hour thereafter

Match Terms: Winner was the first to score  $15\frac{1}{2}$  points, with not less than 6 games won. The match began October 5, 1937 and ended December 4, 1937, with Alekine regaining his title.



DR. EUWE

## GAME ONE

### SLAV DEFENSE

M. Euwe-A. Alekine

Played at The Hague, October 5th and 6th

1	P-Q4	P-Q4
2	P-QB4	P-QB3
3	N-KB3	N-B3
4	N-B3	PxP

This is an old system of defense. Its idea is that if White plays to regain the pawn by 5 P-K3, Black can continue 5...P-QN4 6 P-QR4, P-N5 7 N-R2, P-K3 with fully satisfactory play, as the White knight at R2 is misplaced. Therefore, White plays 5 P-QR4, not allowing 5...P-QN4. But this weakens White's Queen-side (The square N4!) giving Black compensation for exchanging his central QP.

5	P-QR4	B-B4
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Black prevents 6 P-K4, though in case of 5...P-K3 6 P-K4 (or 6 P-K3) 6...B-QN5 7 P-K5, N-K5 8 Q-B2 the chances are on White's side.

6	N-K5	....
---	------	------

Playing to recapture the pawn on QB4. According to analysis, later in the match, against this move Black could continue 6...P-K3 with a following...B-QN5. Therefore, Euwe later refrained from 6 N-K5 and played 6 P-K3.

6	....	QN-Q2
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This is a fully satisfactory answer to 6 N-K5 as well.

7	NxP/4	Q-B2
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By this Black prepares the counter stroke 8...P-K4 on the next move. If White counters with 8 Q-N3 (to tie the Black Queen to the defense of the QNP), there still follows 8...P-K4! and 9 NxP, NxN 10 PxN, B-K3! 11 Q-B2, QxP, or 9 PxP, N-B4 10 Q-R2, N-R3! are satisfactory for Black.

In the following moves White plays to develop his bishops (to KN2 and KB4):

8	P-KN3	P-K4
9	PxP	NxP
10	B-B4	N/3-Q2
11	B-N2	P-B3



12 O-O R-Q1

If Black, instead of this move, attacked the Knight on QB4 by 12...B-K3, then after 13 NxN, NxN 14 Q-B2! the White Queen is well placed. With his following moves Black tries to exploit the position of the White Queen at B1.

13 Q-B1 B-K3

All this has been played before in tournament and match practice. Black expects the usual 14 NxN, however, he gets a surprise.

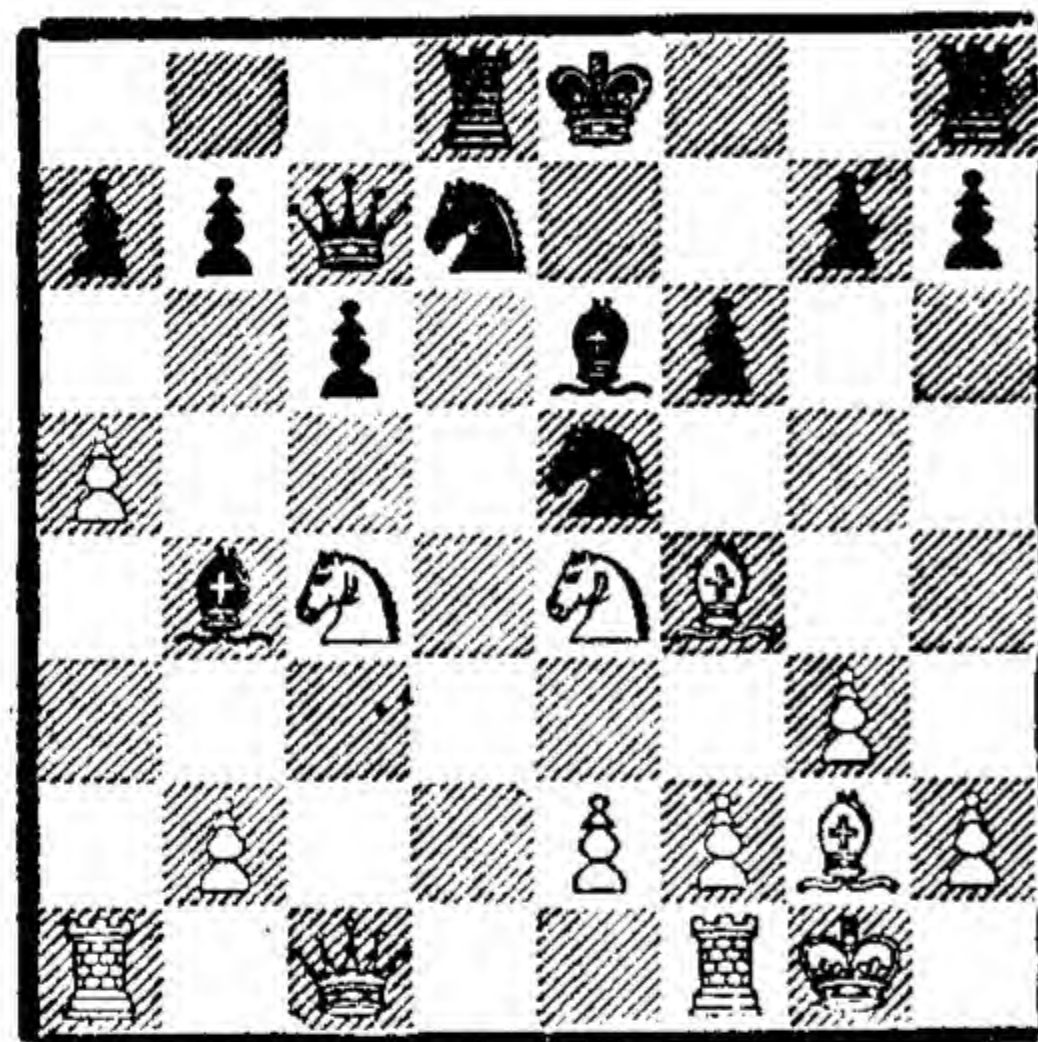
14 N-K4! ....

Very good! The knight controls QB5, whereas 14 NxN, NxN 15 N-K4 does little. Now Black cannot play 14... BxN 15 QxB, NxQ 16 BxQ, R-B1 17 B-B4, as White's two bishops would give him the initiative in the endgame.

The move 14 N-K4 had occurred in the game Turn-Ojanan in the Stockholm Olympiad, 1937. This took place so near to the time of the match that it is doubtful if Alekine or Euwe knew of it.

14 .... B-QN5

15 P-R5! ....



The threat of P-R6 exerts a dangerous pressure. This is possible only because White left his knight on QB4 to control his QR5 square. Now on 15...BxN 16 QxB, NxQ 17 BxQ, R-QB1 18 B-B4, not possible is 18...BxRP 19 P-N3, nor 18...NxRP 19 R-R4.

Dangerous also is 15...P-QR3 because of 16 R-R4, B-K2 17 NxN, NxN 18 B-K3 and White has blockaded the Queen side.

15 .... O-O

16 P-R6 ....

The alternative was 16 R-R4, B-K2 17 NxN, NxN 18 N-B5, B-B1 (or 18...BxN 19 QxB, P-QR3) and it is not easy for White to find a good continuation.

16 .... PxP

Black makes his own defense more difficult. After 16...P-QN3 17 NxN, NxN 18 Q-K3 (18 BxN, QxB 19 QxP, R-B1! 20 Q-R4, R-B5 favors Black) though White has the initiative, Black has a fully satisfactory defense. After the move in the game, White cannot play 17 RxP, Q-N2!, and so is forced into exchanges.

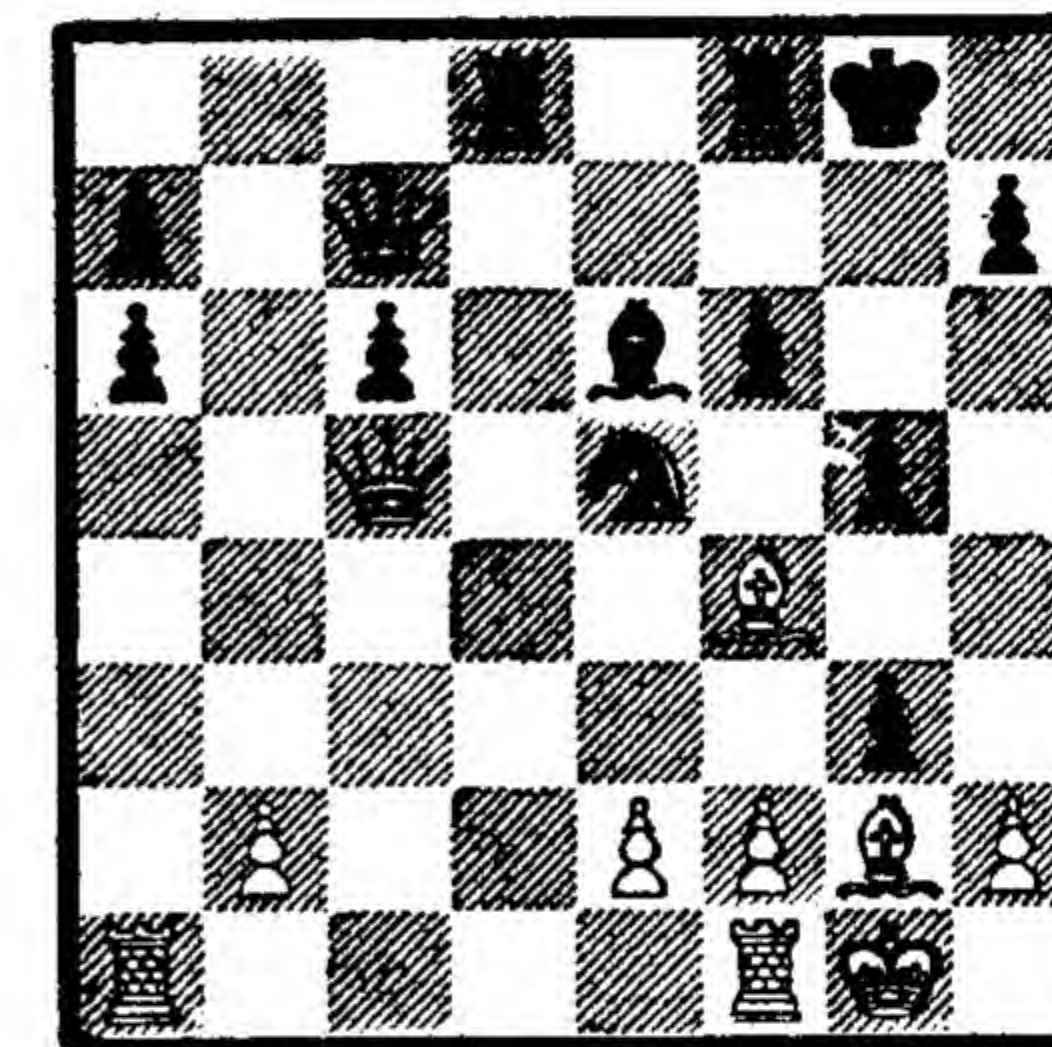
17 NxN NxN

18 N-B5 ....

Black is compelled to capture and give White the advantage of the two bishops.

18 .... BxN

19 QxB P-N4?



Black has only one good defensive plan. This is to try to exchange Queenside pawns so as to trade White's QNP, then exchange Queens and try to draw the endgame. With all of the pawns on the Kingside, it would not be easy for White to exploit his extra pawn. In view of these things, it is not difficult to find the move 19...Q-N3! If the White Queen retreats, Black's defense is eased because his knight at K4 is unpinning. On 20 KR-B1, 20...QxP is possible. On 20 QxQ, RPxQ, Black should draw. For example:

1) 21 RxP, B-B5 22 RxP, BxP 23 R-R1, N-B6ch, etc.

2) 21 BxN, PxB 22 BxP, P-QR4.

3) 21 BxN, PxB 22 RxP, B-B5 23 RxP, BxP 24 R-K1, B-N4! 25 BxP, BxB 26 RxB, R-Q7.

4) 21 BxN, PxB 22 RxP, B-B5 23 RxP, BxP 24 R-R1, R-N1! 25 RxP, RxP.

After the unsatisfactory text move the pawns on the Kingside are weakened.

20 B-K3 B-Q4

21 RxP BxB

22 KxB R-B2

23 R/1-QR1 ....



Black now loses a pawn with no improvement in his position.

23	.....	Q-Q3
24	QxQ	RxQ
25	RxRP	RxR
26	RxR	N-B5
27	B-B5	R-K3

No better was 27...R-Q7 28 B-K7, RxKP 29 BxP

28	B-Q4	RxP
29	BxP	P-N5

Now on 30 R-N7ch, K-B1 31 RxNP, N-K6ch 32 K-B3, NxR 33 KxR, NxB Black has an extra piece. On 29...P-R3 possible was 30 R-N7ch, K-B1 31 R-QB7 and B-N7ch.

30	K-B1	R-B2
31	R-N7ch	K-B1
32	RxNP	NxP
33	BxN	RxB
34	R-QB4	R-N3
35	K-K2	K-B2
36	R-KR4	K-N3
37	R-KB4	R-N6
38	R-QB4	R-N3
39	K-K3	K-B4
40	P-N4ch	K-K3

Or 40...K-N4 41 P-B3, K-R5 42 K-B4, K-R6 43 K-N5, KxP 44 P-B4! and the KB pawn decides the game (according to S.V. Belavenats and N.N. Ruminim).

41	P-B4	K-Q4
42	R-Q4ch	K-K3
43	P-B5ch	K-K2
44	R-K4ch	K-B2
45	P-R4	R-N8
46	K-B4	R-QB8
47	R-R4	P-R3
48	R-R7ch	K-N1
49	P-N5	R-B8ch
50	K-K5	RESIGNS

SCORE: Euwe 1 - Alekine - 0

## GAME TWO

### SLAV DEFENSE

A. Alekine-M. Euwe

Played in Rotterdam October 7th

1	P-Q4	P-Q4
2	P-QB4	P-QB3
3	N-KB3	N-B3
4	N-B3	PxP
5	P-QR4	B-B4
6	N-K5	P-K3

This move in the previous game was answered by 6...QN-Q2. Euwe's move is better. The system chosen by Black shows him to be fully prepared for the return match.

7	B-N5	.....
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On 7 P-B3 Black could answer 7...B-QN5, if now 8 P-K4, then 8...BxP 9 PxP, NxP and for the piece Black has a strong attack.

7	.....	B-QN5
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Preventing 8 P-K4.

8	NxP/4	.....
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In later games of the match (The fourth and subsequent), 8 P-B3 was played, which, to be sure, is stronger. True, in the games White gained only a small advantage, but with accurate play, Black should get equal chances.

8	.....	Q-Q4 ?!
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With threats of ...N-K5 and ...QxN. In spite of that, this maneuver is insufficient for equality.

9	BxN!	QxN
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Some commentators criticized Euwe for this move. 9...PxP was recommended. After 10 Q-Q2!, QxN transposes to the game, but if 10...Q-Q1, then 11 P-K3, N-Q2 (11...P-QB4 12 PxP, QxQch 13 KxQ, BxP 14 N-N5) 12 B-Q3, BxB 13 QxB and White has the advantage.

10	Q-Q2	.....
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The natural move 10 R-B1, PxP 11 P-K4, Q-R7 12 PxP, QxNP leads to loss of a pawn. On 10 BxP, BxNch White loses at least a rook.

10	.....	PxB
11	P-K4	Q-N6
12	PxP	N-Q2

All this was virtually forced after ...Q-Q4. Black could not afford the loss of time involved in 12...PxP.

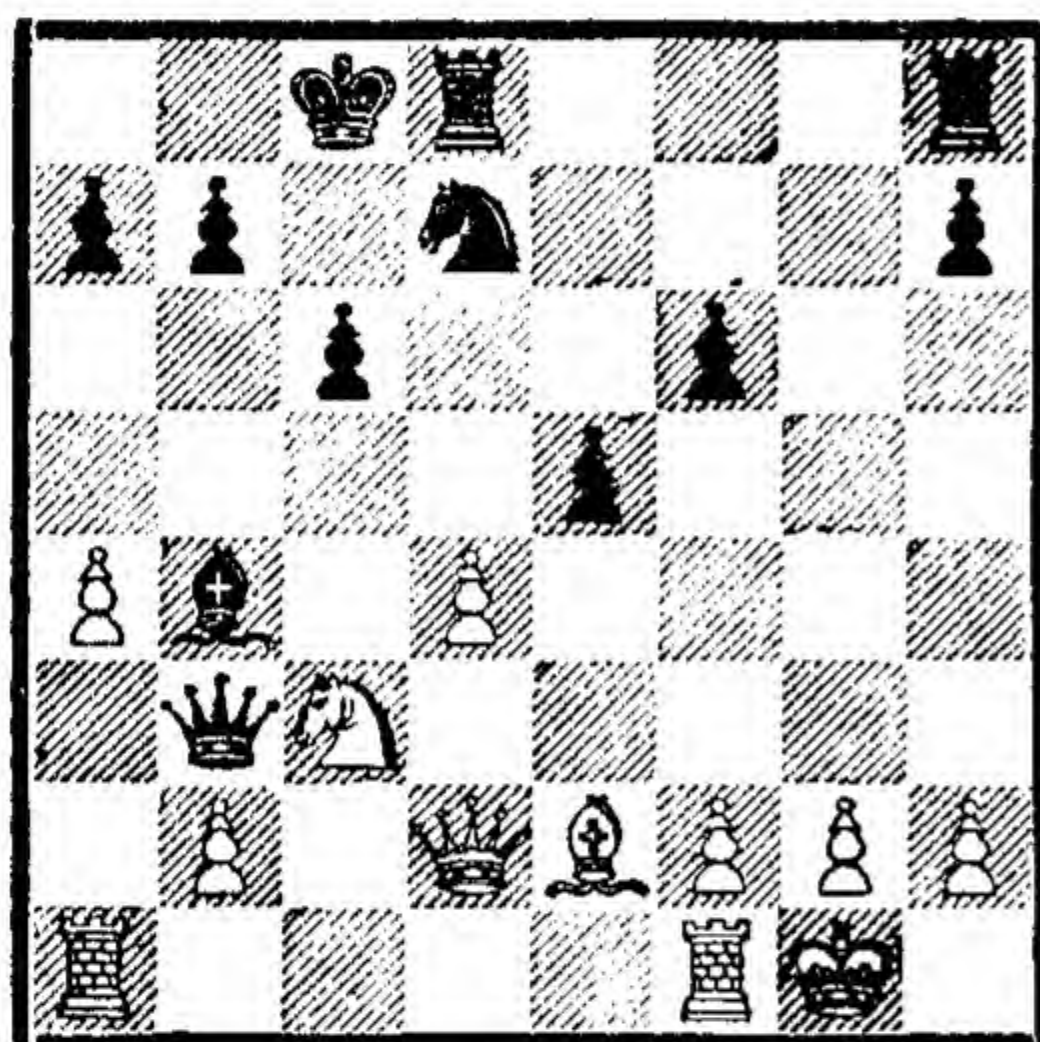


Now we can evaluate 8...Q-Q4. The White King is secure (after castling Kingside) and not in danger, but the Black King has no good refuge. Black's Kingside pawns are disrupted, and if he plays BxN!, he will be left with knight against bishop in a position where the bishop is far superior. Thus White has a minimal but sufficient advantage.

13 PxP PxP  
14 B-K2 O-O-O

The Black King would be very poorly placed on the Kingside.

15 O-O P-K4!



If Black refrains from ...P-K4 with 15...N-N3, White answers 16 P-R5! with a strong attack. For example:

1) 16...N-Q4 17 P-R6, P-N3 18 KR-B1, K-N1 19 Q-R6 with the threat of Q-N7.

2) 16...N-B5 17 Q-B4, NxP 18 P-R6, BxN 19 PxPch, K-Q2 20 QxP and White's attack is very dangerous.

3) 16...N-B5 17 Q-B4, NxP 18 P-R6, BxN 19 PxPch, KxP 20 RxPch, KxR 21 Q-B7ch, K-R1 22 R-R1ch, N-R5 23 QxPch, K-N1 24 RxN, Q-N2 25 QxB and Black cannot survive.

4) 16...N-B5 17 Q-B4, NxP 18 P-R6, QxN 19 PxPch, KxP 20 RxPch, KxR 21 Q-B7ch, K-R1 22 R-R1ch, B-R6 23 B-N5, R-QB1 24 RxBch, QxR 25 BxP Mate.

5) 16...N-B5 17 Q-B4, NxP 18 P-R6, P-N3 19 N-N5, PxN 20 KR-B1ch, B-B6 (20...N-B5 21 QR-N1) 21 Q-N3, P-N5 22 Q-N7.

Black has an improvement in variation 4) by 23...R-Q3! 24 QxR, Q-K8ch!! 25 RxQ, BxQ 26 BxPch, K-N1 and White has lost a rook!

Nevertheless, after 15...N-N3 White's attack is very dangerous. Euwe avoids these variations. Nevertheless, according to Flohr, Euwe could continue 15...

N-B4 16 Q-B4, QxNP 17 N-N5!, PxN 18 PxN, Q-Q5 19 QxQ, RxQ 20 PxP, K-N1 with a draw because of opposite-colored bishops.

The game continuation, attacking the OP, is of course not bad.

16 PxP NxP  
17 Q-B1 BxN

This move is not forced, and of course, the White Bishop is now much better than the Black knight.

Better was 17...KR-N1. Nothing good comes of 17...N-Q6 18 BxN, RxB 19 Q-B4, BxN 20 Q-B5ch, R-Q2 21 PxB etc.

18 PxB KR-N1  
19 Q-K3 K-N1

In case of 19...Q-Q4 20 P-N3, Q-Q7 21 QxQ, RxQ 22 KR-K1, R/1-Q1 23 P-KB4, N-N3 24 B-N4ch, K-N1 25 R-K6, NxP! Black easily draws. Nevertheless, after 21 Q-K4! (According to G. Y. Levenfish) White has the better chances.

20 P-N3 R-Q2  
21 QR-N1 Q-B7

Of course, not 21...QxRP 22 R-R1.

22 KR-K1! ....

Not good was 22 P-KB4, R-Q7 23 KR-K1, N-Q6 24 BxN, RxB etc. Now on 22...R-Q7 the sharp 23 B-Q1, QxR 24 QxR gives White the advantage.

22 .... Q-Q7

Euwe decides to exchange Queens. The threats are 23 P-KB4 and P-R5-R6.

23 QxQ RxQ  
24 P-KB4 N-N3

On 24...N-Q2 follows 25 B-B3 or 25 B-B4, but not 25 B-R6, N-B4 26 BxP?, K-B2! and the White bishop is trapped.

Poor is 24...N-Q6 25 BxN, RxB 26 R-K7, P-N3 27 P-QB4!

25 B-B4 R/1-Q1

Now poor is 25...R-N2 26 R-K6 or 25...N-R5 26 R-K3!

26 R-K6 R-Q3

Or 26...R-QB7 27 RxKBP, R/1-Q7 28 B-B1.

27 R/1-K1 K-B2

28 RxR RxR

28...KxR 29 B-N8 leads to loss of a pawn.

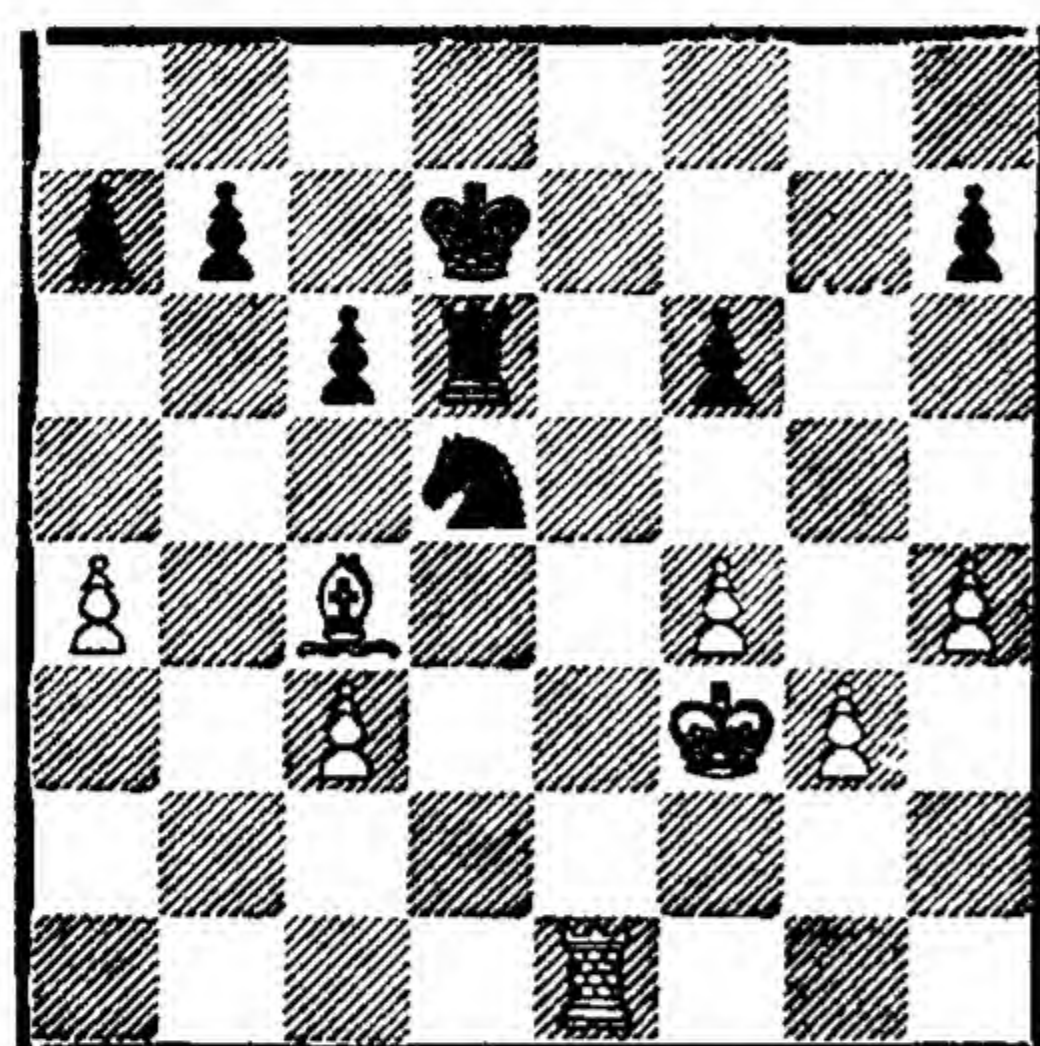
29 P-R4! ....

Alekhine plays the endgame strongly. On the immediate 29 K-B2 follows ...R-Q7ch. Now the KRP threatens to advance, and destroy Black's guard of his K2 square.



29 .... K-Q2  
 30 K-B2 N-K2  
 Not good is 30...R-Q7ch 31 K-B3, R-B7 32 R-K3, N-K2  
 33 B-Q3.

31 K-B3 N-Q4?



The decisive error. Now White's advantage on the Kingside assumes great proportions. But how is Black to play? On 31...P-QR4 32 P-N4!, P-R3 33 P-N5, BPxP 34 BPxP, PxP 35 P-R5! and the KRP will cost Black his rook.

The only correct move was 31...P-KB4!, not allowing P-N4 by White. 31...P-KB4! 32 P-R5 (Playing 32 P-N4, PxPch 33 KxP, R-N3ch 34 K-R3, N-B4 gives Black counter-chances) 32...P-KR3 33 R-K5, P-N3 34 P-N4, PxPch 35 KxP, R-B3 and though White has winning chances, it cannot be categorically stated that Black has a lost position. After the move 31...N-Q4 White can use his bishop to attack the Black Kingside

32 B-Q3! P-KR3

Black cannot afford to trade his KRP, for White's KRP becomes too dangerous.

33 B-B5ch K-Q1

34 K-N4 N-K2

How different the positions of the White and Black pieces! White's king is now very active. In case of 34...NxQBP 35 K-R5, after KxRP the White KRP decides the struggle.

35 B-N1 K-K1

No better was 35...R-Q4 36 P-B5!, K-Q2 37 R-KB1 and K-R5.

36 K-R5 K-B2

After 36...P-KB4 Black also suffers material loss, for after 37 BxP, R-Q4 38 P-N4, K-B2! 39 P-B4!., R-QB4 40 R-K5 White forces an exchange of rooks (ac-

cording to S. V. Belavents and N. N. Ruminim).

37 B-R2ch K-B1

38 KxP R-Q7

39 B-K6 R-Q6

40 P-N4 RxP

41 P-N5 ....

Alekine sealed this move, and when Euwe saw it, he immediately resigned. The White pawns cannot be stopped.

SCORE: Euwe 1 - Alekine - 1

### GAME THREE

#### SLAV DEFENSE

M. Euwe-A. Alekine

Played at the Hague, October 10th and 11th.

1 P-Q4 P-Q4

2 P-QB4 P-QB3

3 N-KB3 N-B3

4 N-B3 P-K3

In both games of the match, Black had played 4...PxP.

5 P-K3 QN-Q2

6 B-Q3 B-N5

Alekine decides to refrain from the "Meran" complications, in which Euwe is an expert. This is correct match tactics! The text move gives Black better chances than in the first game. He has prevented P-K4 and also has his own chances of achieving ...P-K4.

7 O-O ....

Also to be considered was 7 P-QR3, BxNch. For the next few moves Black strives to complete his development.

7 .... O-O

8 P-QR3 ....

Interesting also was 8 N-K5; but 8 P-QR3 also has its' points.

8 .... BxN

After this White is left with the two bishops. Better to me, was 8...B-Q3!, playing in the style of Chigorin, as in the Black variant 1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 N-KB3, N-B3 4 P-K3, P-K3 5 B-Q3, QN-Q2 6 O-O, PxP 7 BxBP, B-Q3!

White has, to be sure, played an extra move free (P-QR3). But this factor appears to be insignificant.



In case of 8...B-Q3 9 P-K4, PxBP 10 BxBP, P-K4!  
Black has satisfactory counterplay.

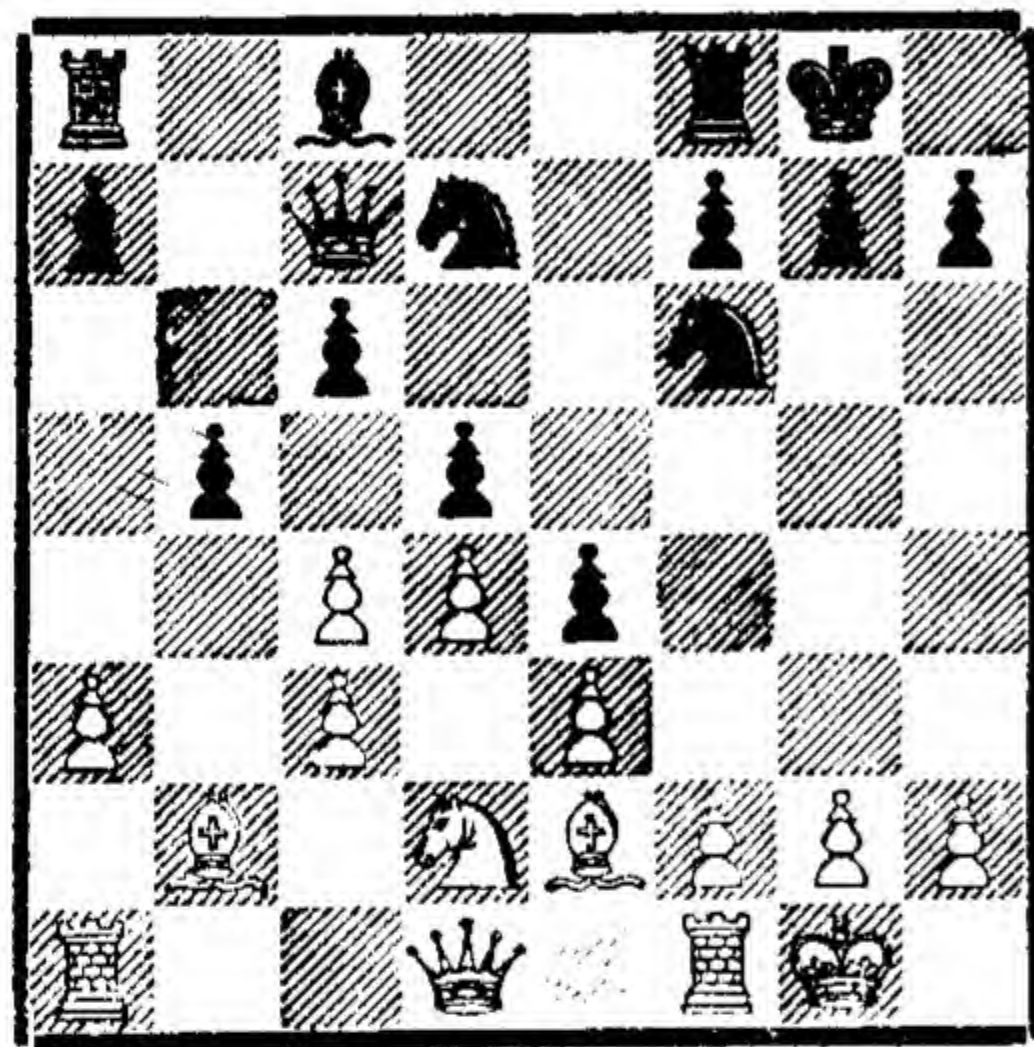
9 PxB Q-B2  
Black plays to advance his KP. Of course, 9...Q-K2  
is weaker because of 10 P-QR4 with a following B-R3.

10 N-Q2 ....  
White does not protest against the advance of the  
KP; he plays to defend his QB4 square.

10 .... P-K4  
11 B-N2! ....  
Clearly best. White fails to gain an advantage after  
11 P-K4, KPxP 12 PxP/4, PxKP 13 NxP, NxN 14 BxN, N-  
B3 15 B-B2, B-N5 16 Q-Q3, B-R4 with a further ...B-  
N3. With the text move White strengthens his Q4, so  
as in the variation 12 PxQP, BPxP 13 P-QB4, KPxP to  
play 14 BxP with two active bishops.

Black tries to keep play closed by ...P-K5.

11 .... P-K5  
12 B-K2 P-QN4



Alekine begins a very interesting combination. If  
13 PxNP, then 13...PxNP 14 BxP, R-N1 15 P-QR4, P-QR3  
16 BxN, RxB (or 16...BxB) 17 BxB, RxB and for the  
pawn Black has fully sufficient compensation.

Euwe, nevertheless, decides to use the pawn sac-  
rifice to try to open the position. Besides Alekine's  
combination, Black has the move 12...N-N3, preventing  
13 PxP, PxP 14 P-QB4 with his own threat of 13...B-K3.  
In case of 13 P-B5, N/N-Q2 14 P-QB4, R-Q1! White's  
QB is freed, but Black's position is satisfactory.

13 PxNP PxP  
14 P-QR4! ....

This move refutes Black's combination; White prepares  
P-QB4 to activate his bishops.

14 .... PxP  
15 P-QB4! PxP

16 NxBP N-N3!  
Guarding the front QRP and trying to move the weak  
pawn on QR2 via an exchange of Knights. On QN3 the  
Black pawn will defend his QB4 square.

17 NxN PxN  
Not good was 17...QxN 18 B-R3, R-Q1 19 B-B5 with a  
following QxRP, etc..

18 RxP B-Q2  
Nothing comes of 18...N-N5 19 P-N3!

19 RxR RxR  
20 Q-N1 ....  
Tying the knight to the defense of the KP and prepar-  
ing R-QB1.

20 .... R-K1  
21 R-B1 Q-Q3  
22 Q-B2 ....

White has two active bishops and a protected, passed  
QP. Black's QNP is isolated and weak. White is guar-  
anteed better chances in the endgame. Alekine can  
undertake nothing to improve his position, and con-  
sents to an exchange of the heavy pieces. If Black  
defends his QB2 by 22...N-Q4, then after 23 Q-N3,  
with threats of B-R3 and B-B4, he faces great diffi-  
culties.

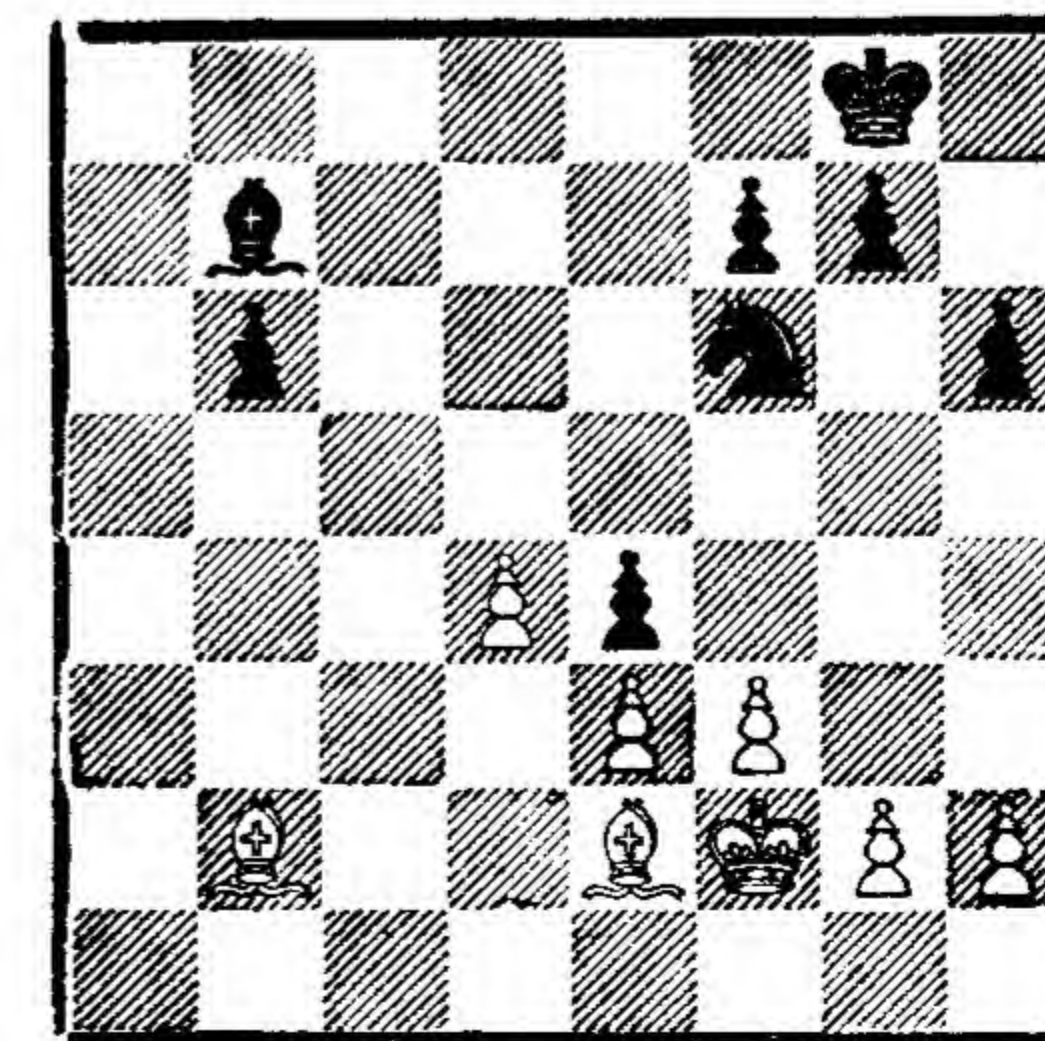
22 .... P-R3  
23 Q-B7 QxQ

Black could avoid the exchange by 23...Q-N5, but  
would not improve his possibilities.

24 RxQ R-B1  
25 RxRch ....

On 25 R-N7 follows 25...R-B7.

25 .... BxR  
26 P-B3 B-N2  
27 K-B2 ....



27 .... N-K1



This is a blunder. Black has drawing chances, but he must play very sharply. Black's knight must stay on KB3 to answer PxP with ...NxP. It is dangerous for Black to try to bring his King to the center. For example: 27...K-B1 28 B-R3ch, K-K1 29 B-N5ch, N-Q2 30 K-N3! only activates White's pieces. Therefore, it is not too difficult to find the move 27...P-KN4! for Black, with the idea of playing his King to N3. Then 28 B-R3 gives White nothing because of 28...N-Q4. If now 29 PxP (preventing 29...P-B4 with a solid position), then 29...N-B6 30 P-K5, NxP 31 KxN, BxP with a likely draw.

28 B-R3 .....  
Preventing 28...N-Q3. An error is 28 PxP, BxP 29 B-B3, P-B4 30 BxB, PxP 31 K-N3, N-Q3 32 K-B4, P-N4ch 33 K-K5?, N-B5ch.

After the move in the game, Black's position is very difficult. Poor, for example, is 28...P-B4 29 B-B4ch, K-R1 30 P-Q5 and the QP is very dangerous.

28 ..... B-Q4  
29 B-K7 .....

Here very strong was 29 PxP, BxP 30 B-B3, P-B4 31 BxB, PxP 32 K-N3, P-KN4 33 K-N4, K-N2 34 P-R4, PxP 35 K-B4 or 30...BxB 31 KxB, P-B3 32 K-K4. In both cases White's King is very active.

Best for Black after 29 PxP, BxP 30 B-B3 is to play 30...N-B3; for example: 31 BxB, NxPch 32 K-B3, N-Q7ch 33 K-K2, N-B5 34 B-N4, P-B4 35 K-Q3, P-QN4 or 31 B-K7, N-Q4 32 BxB, NxP. Only after 31 K-N3, P-QN4 32 BxB, NxPch 33 K-B4, N-Q7 34 P-Q5, N-B5 35 P-Q6, N-N3 36 K-K5, N-Q2ch 37 K-Q4, K-B1 38 K-B6, K-K1 39 KxP, N-N1 does White have good chances to win.

Euwe, nevertheless, plays to win the QNP.

29 ..... P-B4  
30 PxP PxP  
31 B-Q8 N-Q3  
32 BxP N-B5!

The knight now has a good position. The position of White's black-squared bishop ties the King to the defense of the KP.

33 B-B7 .....

In case of 33 B-Q8, K-B2 (33...P-N4? 34 P-R4) 34 P-R4, P-N3! White gets nowhere, as on 35 B-B7 follows 35...P-N4.

33 ..... K-B2  
34 P-R4 P-N4

Now White cannot bring his bishop to KB4. He must seek new chances.

35 B-R5ch K-K2

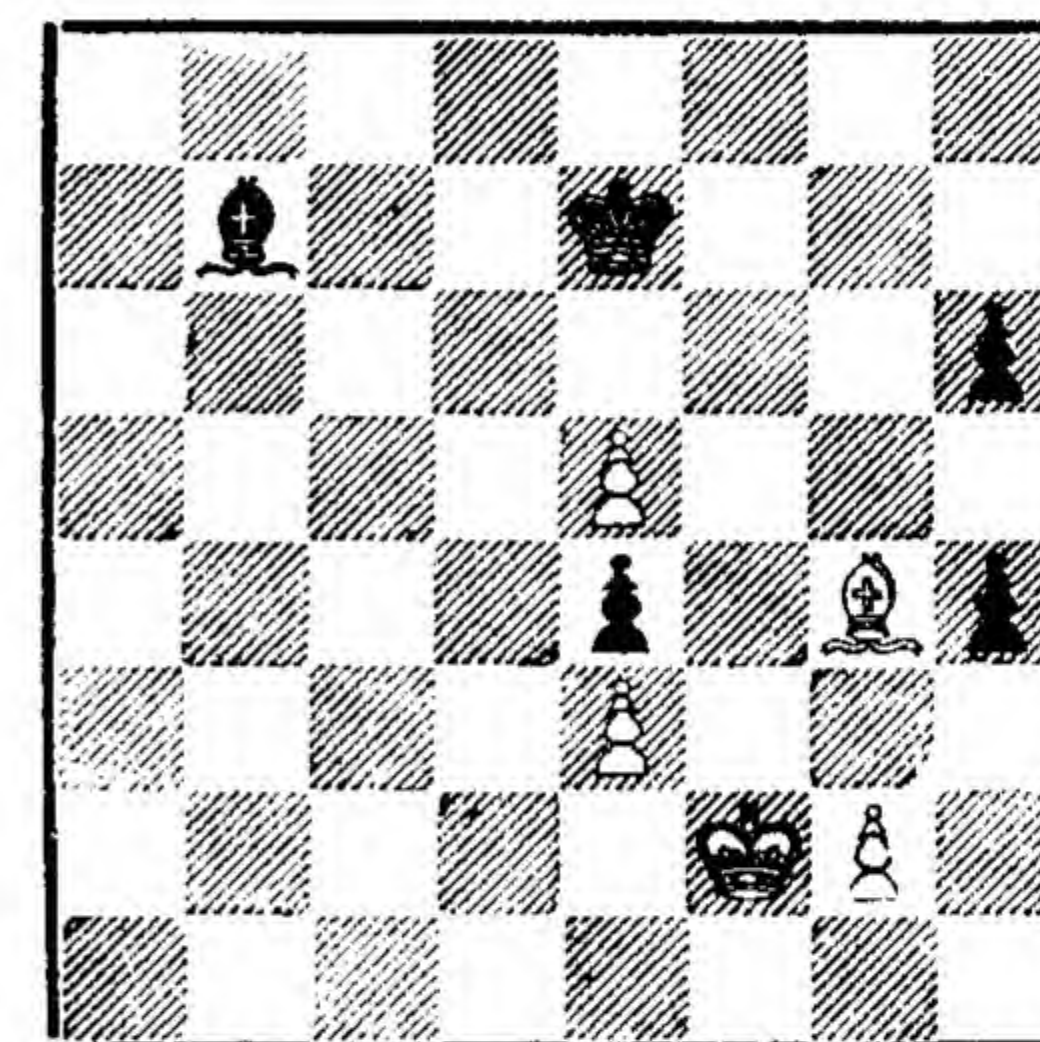
Of course, not 35...K-B3 36 B-Q8ch.

36 B-N4 B-N2

37 B-K5 .....

Another attempt. The threat of 37 B-N7 forces the exchange. To me, better was 37 PxP, moving the bishop to KN1 and advancing with the King.

37 ..... NxP  
38 PxN PxP



39 K-N1 .....

Some commentators claimed a win with 39 K-K1, but this is not correct. After 39 K-K1, B-Q4 40 K-Q2, B-K3 41 B-R3, BxB 42 PxP, K-K3 43 K-B3, KxP 44 K-B4, K-B4 45 K-Q5, P-R4! 46 K-Q4, K-B3 47 KxP, K-K3, Black draws the ending.

Another way to draw was shown by V. Chekover : 39 K-K1, B-R3 40 K-Q2, B-B8 41 B-R3, K-B2 42 K-B3, K-K2 43 K-Q4, B-Q6 44 K-Q5, B-B7 45 B-B5, B-Q6 46 BxP, B-B8! and then ...P-R6, but in this variation White wins by 45 P-K6! and then marching the King to the Kingside. There followed:

39 ..... B-R3  
40 K-R2 K-B2  
41 K-R3 B-B8  
42 B-B5 K-K2  
43 K-R2 B-K7  
44 K-R3 B-B8  
45 BxP K-K3  
46 KxP KxP  
47 B-B3 K-B3  
48 K-R5 K-N2  
49 P-K4 B-Q6  
50 P-K5 B-N3ch



51 K-N4 K-B2  
 52 B-Q5ch K-K2  
 53 K-B4 B-R2  
 54 P-N3 K-B1  
 55 B-K4 B-N1  
 56 B-B3 K-K2  
 57 K-N4 K-K3  
 58 K-B4 K-K2  
 Draw Agreed

Score: Euwe 1½ - Alekine 1½

# GAME FOUR SLAV DEFENSE

A. Alekine - M. Euwe  
 Played in Amsterdam, October 12th.

1 P-Q4 P-Q4  
 2 P-QB4 P-QB3  
 3 N-KB3 N-B3  
 4 N-B3 PxP  
 5 P-QR4 B-B4  
 6 N-K5 P-K3  
 7 P-B3 ....

In the second game Alekine bypassed this move, but Euwe easily got equality. The text move intends to play P-K4, which would give White the advantage.

7 .... B-QN5

Preventing 8 P-K4 because of 8...BxP 9 PxP, NxP 10 Q-B3, QxP 11 QxPch, K-Q1 with very complicated play. White's next move renews his threat of P-K4.

8 B-N5 P-B4

In the 11th match game, Alekine played the stronger 8...P-KR3 9 BxN, PxP 10 NxP/4, P-B4! and Black easily equalized the play.

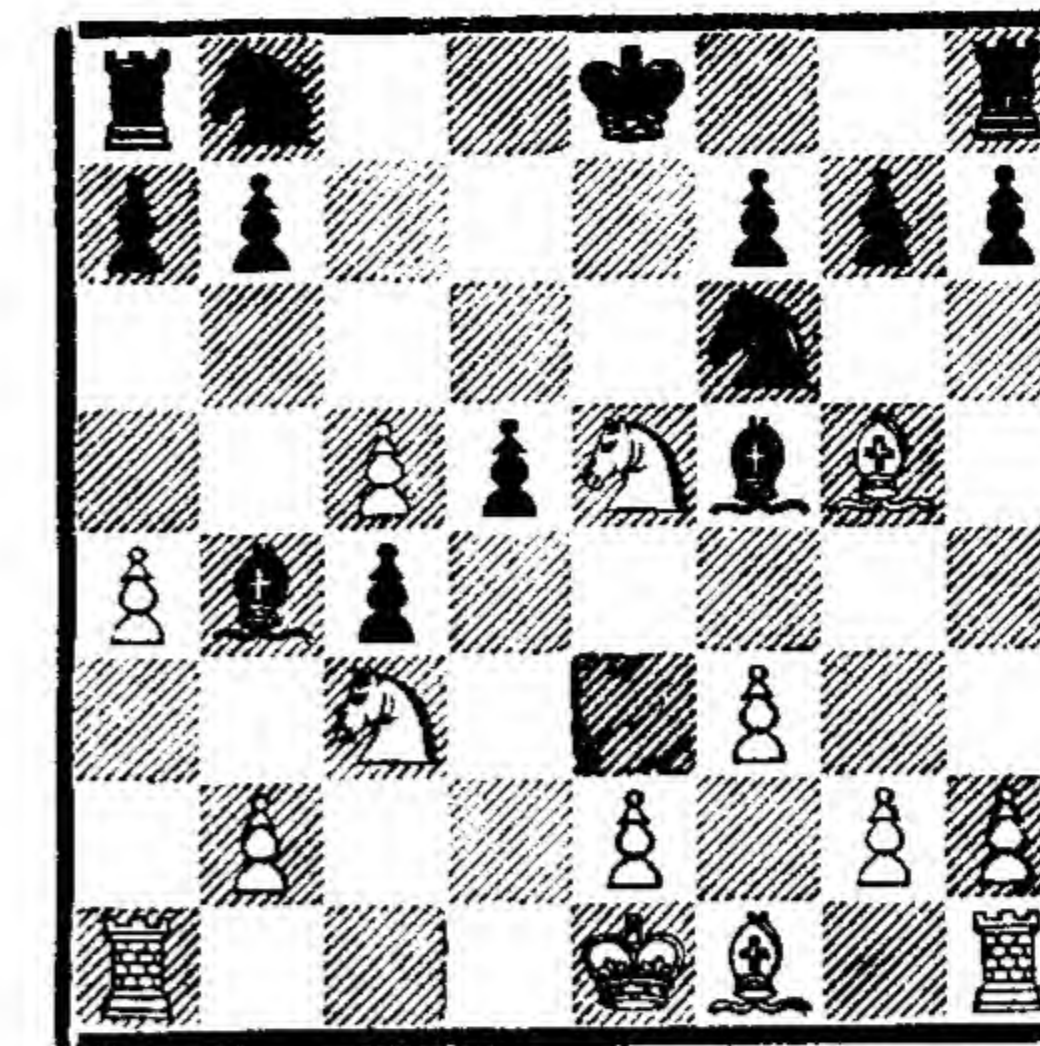
9 PxP Q-Q4

This is stronger than 9...Q-R4 10 Q-Q4! (Mikenas-Bogoljubow, Revel, 1930). White now, naturally, must take the Queen to save his knight on K5.

10 QxQ PxQ

This was the idea of 9...Q-Q4; the Black pawn on Q4 prevents P-K4.

See diagram at top of next column.



11 P-K4! ....

Played in consideration of Black's threats of ... P-Q5 and ...N-B3 with a solid central position. It is not easy to decide on a move like 11 P-K4, for it opens play with the White King still in the center of the board. Alekine feels that it offers at least equal chances.

11 .... PxP

12 NxP/4! ....

This way only. If 12 BxP, then 12...O-O and White cannot play 13 BxN because of 13...PxP and a later ...N-K4.

Besides, White threatens a check on Q6. If Black plays 12...BxP, then 13 N-N5 and the two threats of N-B7 and N-Q6ch cannot both be defended.

12 .... O-O

13 BxN PxP

14 O-O-O ....

Here Alekine misses a stronger continuation in 14 N-Q6, B-N3 15 NxNP, PxP 16 O-O-O, N-B3 17 PxP, QR-N1 18 B-R6 and White remains with an extra pawn. This variant is according to Masters S.V. Belavents and N.N. Ruminin. It seems better for Black to play 15...N-Q2, and, though White has an extra pawn, Black has good chances. For example: 16 O-O-O, NxP 17 NxN, BxN 18 PxP, KR-B1 etc..

The conclusion, of course, is that 14 N-Q6 is stronger, and casts doubt on Black's line of play with ...P-B4.

14 .... PxP

Of course not 14...BxP 15 R-Q5. Now 15 N-Q6, B-K3 16 NxNP, N-Q2 17 P-B6, N-K4 is to be considered, as is 15 PxP, N-B3 16 N-Q6, B-K3 17 NxNP, QR-N1 18 B-R6, B-B1 19 R-Q6, N-K2.

15 N-Q5 N-B3

The only defense to the three threats: N-K7ch, NxP,



and N-B7.

16 PxP BxP

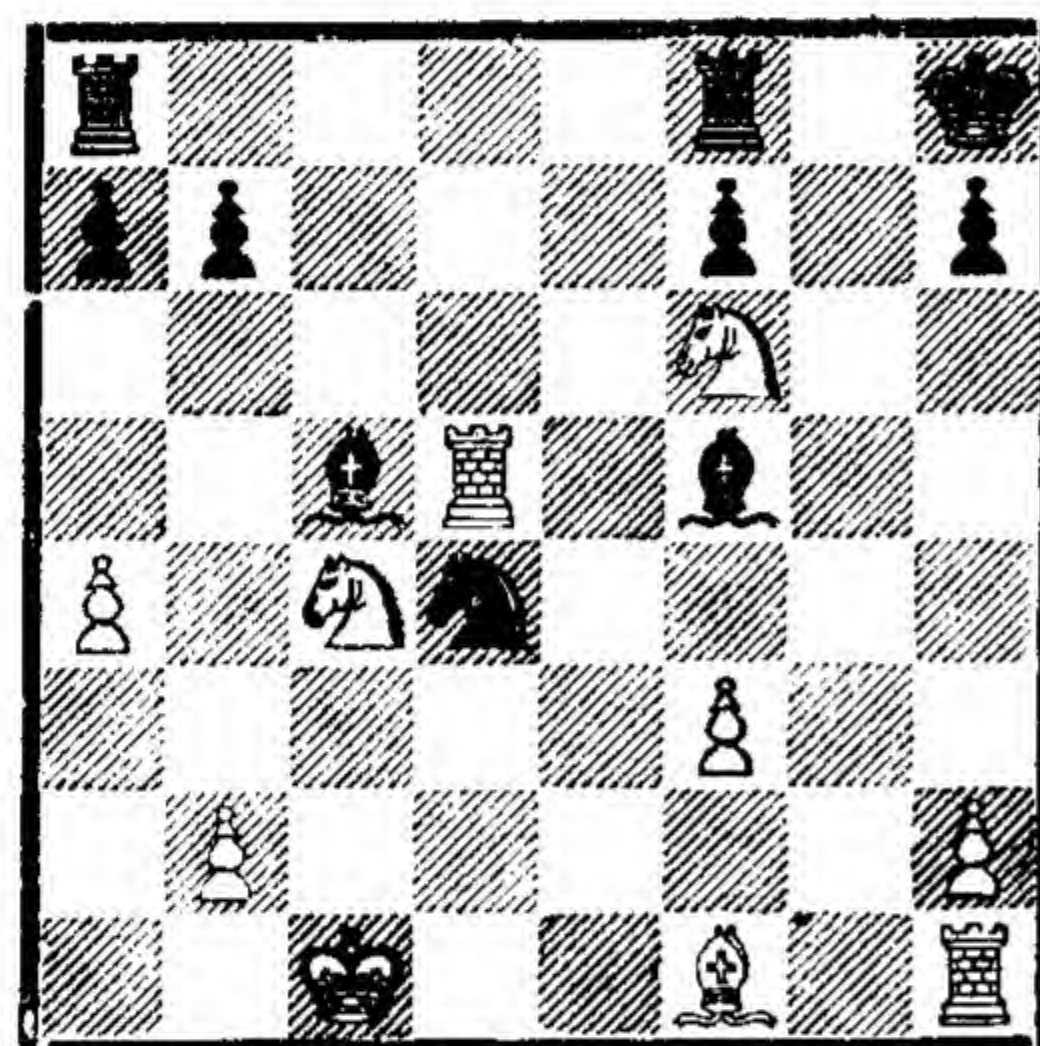
Euwe consents to the following complications. Black has the two bishops, but he also has positional weaknesses and does not scorn a draw.

17 NxPch K-R1

Best; if 17...K-N2, then 18 N-Q7. Then on 18...B-K2? with threat of 19...B-N4ch follows 19 R-N1ch!

Now 18 N-Q7 is met by 18...B-K2 19 NxR, B-N4ch 20 N-Q2, N-Q5! and Black has a powerful attack.

18 R-Q5 N-Q5!



The knight defends both bishops. White cannot now win a piece. For example: 19 P-QN4, B-K2 20 RxN, BxN 21 R-B4, B-N4 or 19 N-Q7, KR-Q1 20 RxB/QB4?, N-N6ch 21 K-Q1, NxR. Thus, Black easily repels all threats and sets his own of 19...N-N6ch 20 K-Q1, QR-Q1 etc.

Alekine is forced to exchange the Black QB.

19 N-K4 BxN

Not good was 19...B-K3 20 RxB, N-N6ch 21 K-N1, NxR 22 NxN, BxN 23 BxB, KR-B1 (23...QR-B1 24 N-Q7) 24 P-N4, P-N3 25 B-Q5, PxN 26 BxR, RxB 27 PxP and White wins the endgame.

20 PxB QR-Q1

Exchange of Rooks cannot be avoided.

21 N-K5 ....

Threatening 22 NxPch and 22 N-Q7.

21 .... RxR

22 PxR R-K1

23 NxPch K-N2

24 N-N5 P-KR3

25 N-K6ch NxN

26 PxN RxP

27 B-B4 Draw

Score: Euwe 2 - Alekine 2

## GAME FIVE

### QUEEN'S GAMBIT ACCEPTED

M. Euwe - A. Alekine

Played at the Hague, October 14

1 P-Q4 P-Q4

2 P-QB4 PxP

Accepting the gambit for the first time in the match. Though both opponents like the Slav defense to the Queen's Gambit, both know that Black usually has difficulty developing his Queen Bishop. In the Queen's Gambit Accepted, it is usually easily developed to KB4 or KN5 according to the situation.

3 N-KB3 P-QR3

This move is directed against the White variants with 4 Q-R4ch. Now White must settle for 4 P-K3.

4 P-K3 N-KB3

Not possible here is 4...B-N5 because of 5 BxP, P-K3 6 Q-N3 and the Black Queenside is weak.

5 BxP P-K3

6 O-O P-B4

7 Q-K2 ....

In the 1920's the move 7 P-QR4 was played, which weakens White's QN4 square, but prevents Black's ...P-QN4. Euwe always avoids the weakening.

7 .... N-B3

Black is premature in deciding the position of his Queen knight. The knight stands very well on B3 if White has played P-QR4. More elastic here was 7... P-QN4 8 B-N3, B-N2, reserving the option of developing the knight to Q2 or QB3.

8 N-B3 ....

The idea of this move is to answer 8...PxP with 9 R-Q1, easily regaining the pawn.

8 .... P-QN4

9 B-N3 B-K2

Black hurries to develop the King bishop. On 9...B-N2 10 R-Q1 he cannot answer the threat of P-Q5 by castling.

10 PxP ....

White could play 10 R-Q1, and continue to develop his pieces, but in that case his KB2 is weak, and P-K4 is made more difficult for him.

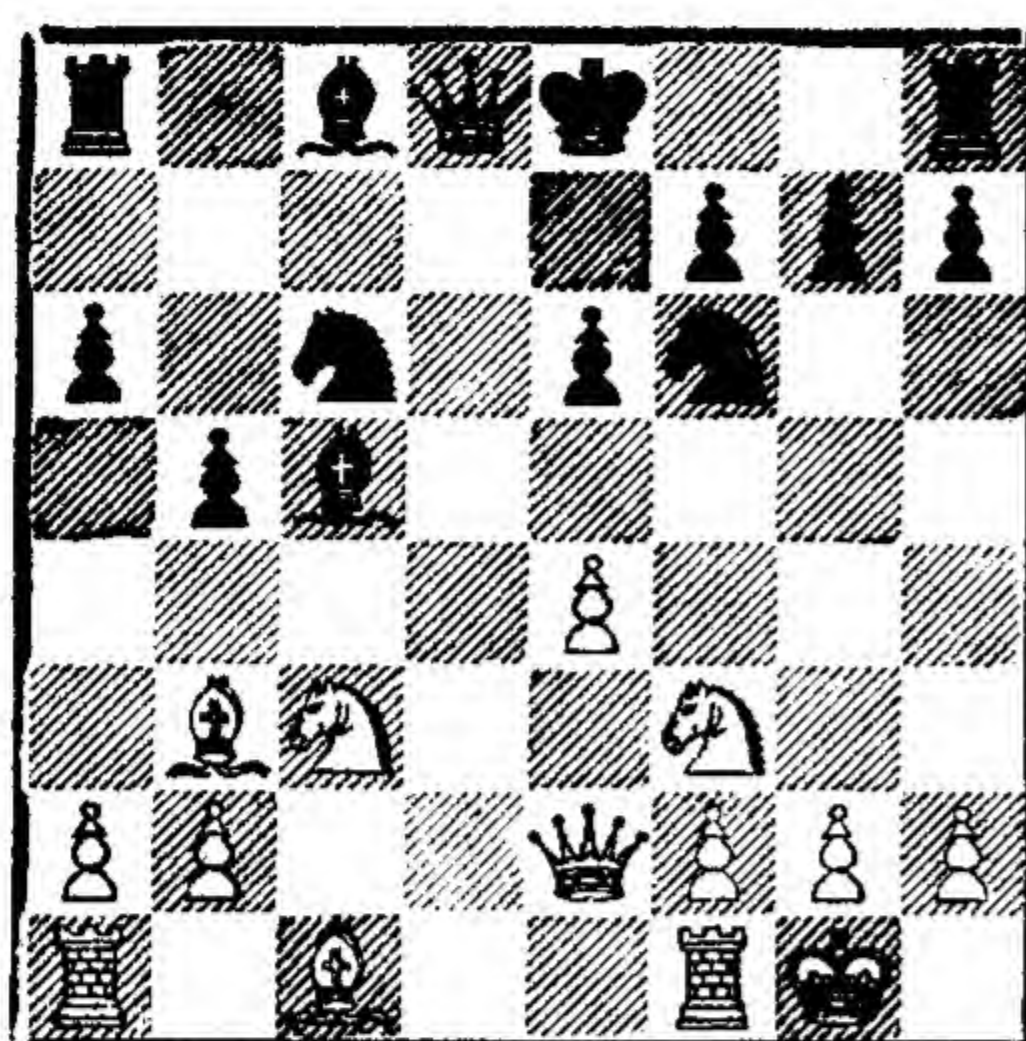
10 .... BxP

Great complications arise if Black tries to recapture the pawn by 10...N-Q2. White answers 11 N-Q4, and if 11...Q-B2, then 12 BxP, PxP 13 NxKP, Q-K4



14 N-Q5, etc..

11 P-K4 ....



Very good, Clearly he intended B-KN5, and also has the threat of P-K5 followed by N-K4.

Against these threats Reshevsky plays 11...N-Q2. The British master W. Winter recommends 11...P-K4; but, in any case it is clear that Black has a difficult position, and the right answer is not easily found. Alekine is without a good line of play, and lands in a tragic position.

11 .... P-N5

Black intends to force this knight to move, so as to answer P-K5 by ...N-Q4, and to deny the square K4 to the White knight.

12 P-K5! ....

So! Euwe's reply gives him the advantage. Other moves give his opponent an easier time. After 12 N-QR4, B-K2 (12...N-Q5 13 NxN, BxN 14 P-K5, N-Q2 15 R-Q1, BxP 16 RxN, BxPch 17 KxB with advantage) 13 B-K3 White has some advantage in the center and on the Queenside, as well as a lead in development.

With the exchange of knights, the position is not clear, But White has the advantage. Of course, 12 Q-B4, N-Q2 13 N-QR4, N-R4 leads to nothing.

12 .... PxN

He must follow the course begun by ...P-N5.

13 PxN PxBP

Black's defense is difficult. On 13...QxP follows 14 Q-B4 and Black is without a defense. For example: 14...Q-K2 15 B-K3 or 14...PxP 15 QxB, B-Q2 (15...PxR(Q) or 15...PxP(Q) are very bad for Black) 16 BxNP, QxB 17 QR-Q1.

14 Q-B4 Q-N3

Black defends with natural moves; 14...Q-K2 15 B-K3

leads to loss of a piece.

15 QxBP ....

This is good, but even stronger seems 15 B-R4, with the threat of P-QN4, winning a piece. After 15...B-Q2 16 QxBP Black cannot play ...N-Q5; still, 16...K-K2 offers the best defense.

15 .... N-Q5!

By the threat of 16...N-K7ch Black wins time to improve his central position and defend his KBP.

16 NxN BxN

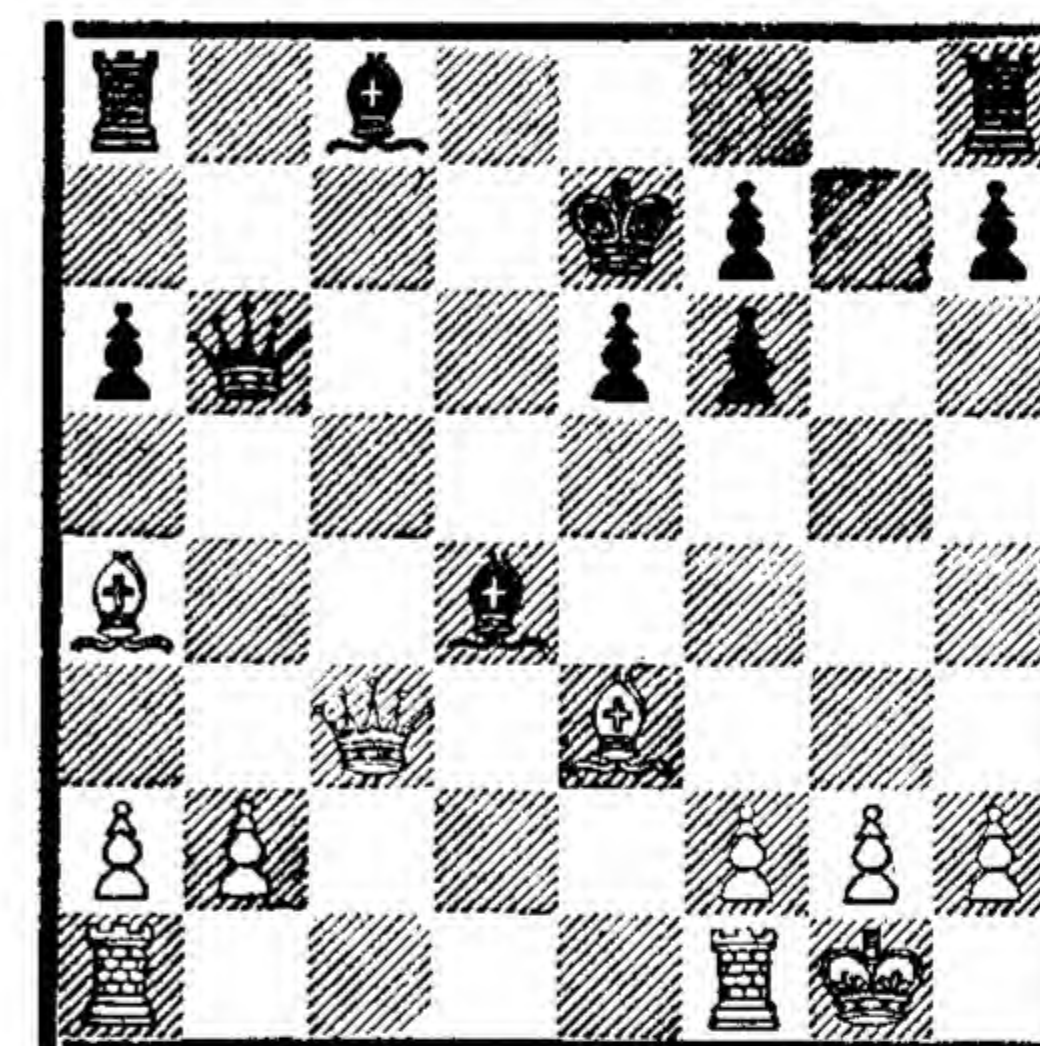
17 B-R4ch ....

White has nothing better; if 17 B-K3, the sharp 17...BxQ 18 BxQ, R-QN1! leaves White with no real advantage. For example: 19 B-R4ch, B-Q2 20 BxBch, KxB 21 KR-Q1ch, K-B3 22 B-R7, RxP 23 QR-B1, K-N2 24 RxB (24 R-Q7ch, K-R1) 24...KxB 25 R-B7ch, K-N3 26 RxP, R-Q1, etc..

17 .... K-K2

Poor is 17...B-Q2 18 BxBch, KxB 19 R-Q1, P-K4 20 B-K3, R-QB1 21 BxB.

18 B-K3 ....



Good, but not sufficient to win. If Alekine plays 18...R-Q1, he defends the central squares and cannot lose the game. For example: 18...R-Q1 19 QR-Q1, P-K4! 20 BxB, RxB 21 RxR, PxR, or 18...R-Q1 19 BxB, QxB 20 Q-B7ch, B-Q2, or, of course, 18...R-Q1 19 B-B6, R-QN1. In all these cases, Black has sufficient play in the ending, and the position of his King in the center. Though Alekine loses with a blunder on his next move, Euwe's forcing continuation with 12 P-K5 is not sufficient to win against correct defense.

18 .... BxQ?

19 BxQ B-K4

Poor is 19...BxP 20 B-B5ch, K-Q1 21 KR-Q1ch, K-B2 22



B-Q6ch, K-N3 23 QR-N1 or 19...B-N5 20 KR-Q1!, R-QN1  
21 B-B7, R-N2 22 QR-B1, K-B1 23 R-Q8ch, K-N2 24 RxRch,  
KxR 25 B-Q8!

20 QR-Q1 .....

The threat is B-B5ch. On the defensive 20...B-Q3  
follows 21 RxB, KxR 22 R-Q1ch, K-K4 23 B-B6. Also  
bad is 20...P-B4 21 P-B4, BxNP 22 B-B5ch, K-B3 23 R-  
B2, B-B6 24 R-B2. Thus, Black has only the move  
played.

20 ..... K-B1

21 P-B4 BxNP

22 R-B3 .....

As a result of Alekine's blunder, and in spite of the  
exchange of Queens, he has no sufficient defense.  
Threats are 23 R-QN3 and 23 R-Q8ch, K-N2 24 R-N3ch.  
Black cannot avoid material loss.

22 ..... B-N2

23 R-KN3! .....

Posing the threat of mate by B-B5ch. Defense by 23...  
R-B1 fails against 24 R-Q8ch, K-K2 25 R-Q7ch. Black  
must give up a piece to stop the mate. There followed:

23 ..... B-R6

24 RxB R-KN1

25 R-KN3 RxR

26 PxR B-Q4

27 B-N3 BxB

28 PxR K-K1

29 P-QN4 R-N1

30 B-B5 R-B1

31 R-R1 R-B3

32 K-B2 P-B4

33 K-K3 P-B3

34 K-Q4 K-B2

35 K-B4 K-N3

36 R-Q1 K-R4

37 R-Q6 RxR

38 BxR K-N5

39 B-K7 KxP

40 BxP KxBP

41 K-B5 .....

This was the sealed move. Black resigned, as the QNP  
must Queen.

Score: Euwe 3 - Alekine 2

## SIXTH GAME

### SLAV DEFENSE

A. Alekine-M. Euwe

Played in Haarlem, October 16th

1 P-Q4 P-Q4

2 P-QB4 P-QB3

3 N-QB3 .....

This move is played for the first time in the match.  
It is not said to give more advantage than 3 N-KB3.  
White usually transposes into this variation anyway.  
It has independent significance on 3...N-KB3 4 P-K3,  
B-B4 (also possible after 3 N-KB3). Still, if Black  
plays 3...PxP, it is difficult for White to get an  
opening advantage, and complicated play ensues.

3 ..... PxP

4 P-K4 .....

A very interesting and energetic continuation. Often  
played here is 4 P-K3, and on 4...P-QN4, the answer  
5 P-QR4. (Only not 5 NxP, PxN 6 Q-B3, Q-B2 7 QxR, P-  
K4) or on 4...P-K4 to continue 5 BxP, in both cases  
with a good game.

Alekine's move is interesting, and leads to great  
complications.

4 ..... P-K4

This seems the most energetic. Of course, Black does  
not prefer 4...P-QN4 5 P-QR4, P-N5 6 N-R2, N-B3 7 P-  
K5, N-Q4 8 BxP and White has the best perspective.

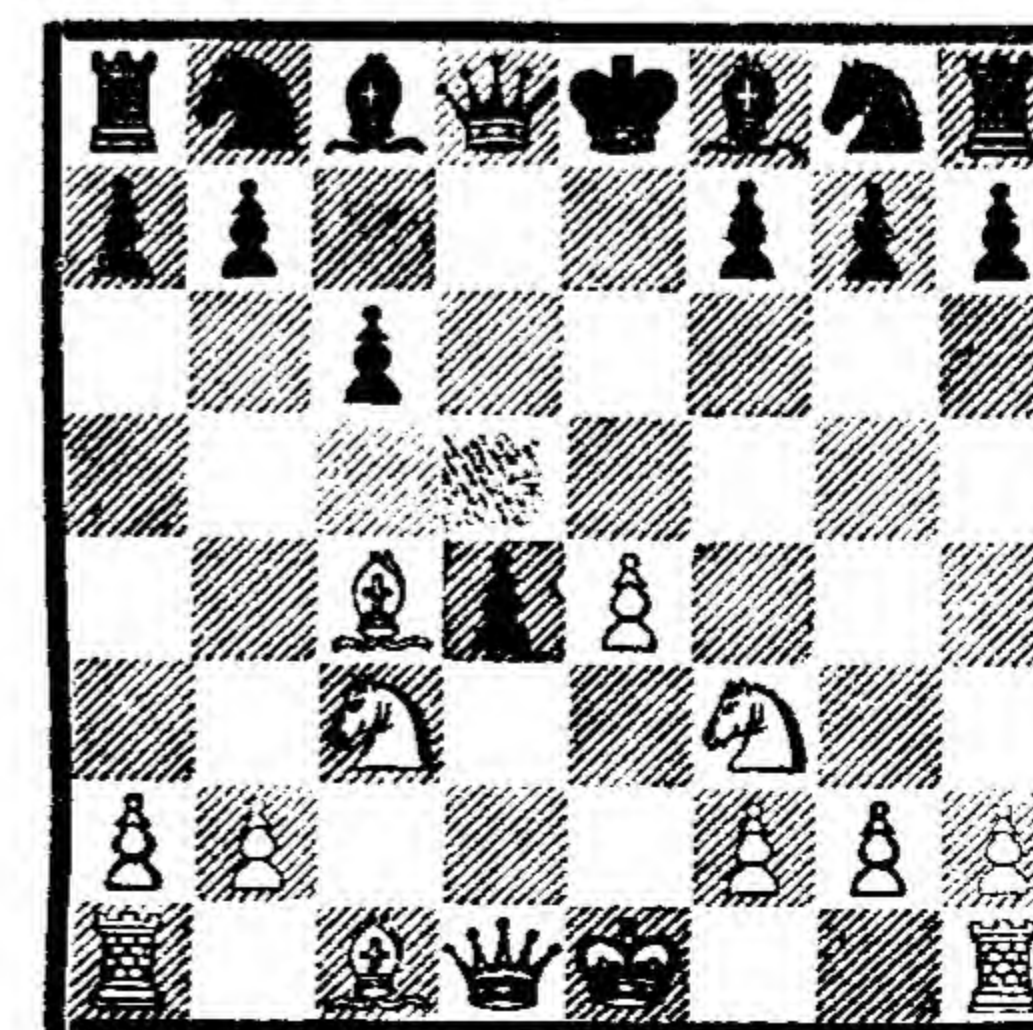
5 BxP .....

Not dangerous for White is the variation 5...QxP 6 Q-  
N3, Q-Q2 7 B-KN5, and the attack is worth the pawn.  
For example: 7...N-B3 8 R-Q1, Q-B2 9 BxPch! etc.  
Note also that White could play 5 N-B3 (5...PxP 6 BxP)  
transposing to the game.

5 ..... PxP

6 N-B3! .....

A beautiful and natural move.





Black has two answers: to accept the sacrifice of the knight, or decline by 6...B-QB4. We examine the points:

After 6...B-QB4, White does not play 7 N-K5, for after 7...PxN 8 QxQch, KxQ 9 NxPch, K-K2 10 NxR, B-K3 he loses the knight. But after 7 O-O, N-B3 (here it is not good to take the piece) 8 P-K5, PxN 9 QxQch, KxQ 10 PxN or 8 N-QR4, B-K2 9 P-K5, N-Q4 10 NxP, O-O 11 N-QB3 and White has the better chances.

If Black accepts the knight sacrifice he enters into great complications. After 6...PxN 7 BxPch, K-K2 White is a piece down, but has a dangerous attack as compensation. White cannot, of course, exchange Queens. Thus, after 8 Q-N3, N-B3 (the natural move) 9 P-K5, N-K5 10 O-O!

The idea of this is twofold:

1) To safeguard his King; 2) To quickly bring a rook into play. Besides this, if White could remove the Knight from his K4, he could play B-N5ch. After an exchange of knights, Black could continue his normal development and safeguard his King.

If Black plays 10...N-R3, then 11 B-N5ch, NxB 12 NxN, and then B at KB7 is defended.

If Black tries to exchange Queens, then after 10...Q-N3 11 Q-B4!, PxP (the knight on K4 cannot stay; if 11...B-B4, then 12 N-R4, or if 11...Q-N4, then 12 QxN, KxB 13 P-K6ch!) 12 BxP, QxB 13 QxN, KxB 14 N-N5ch, K-K1 15 Q-KB4, B-K2 16 Q-B7ch, K-Q1 17 QR-Q1ch, B-Q2 18 N-K6ch, K-B1 19 QxB, QxKP gives a very interesting position.

Alatortsev follows here with 20 KR-K1. To me it seems that White's best is 20 RxB, NxR 21 R-Q1, K-N1 22 QxN, P-QR3 23 R-N1, P-QN4 24 QxBP, R-R2 25 N-B5etc.

Thus, it seems that White wins. Not so! I. Goncharov in "64" (No. 9-189-of 1938), wrote that Black has a beautiful defensive move (after 6...PxN 7 BxPch, K-K2 8 Q-N3) 8...PxP!! The variations are very interesting:

1) 8...PxP 9 B-N5ch, N-B3  
2) 8...PxP 9 BxP, Q-N3!! (The only defense)  
10 BxN, RxB 11 QxR, Q-N5ch 12 N-Q2, QxB 13 R-QN1, Q-B7.

3) 8...PxP 9 BxP, Q-N3 10 B-R3ch P-B4 11 BxN, Rx B 12 QxR, Q-R4ch 13 N-Q2, QxB. In these 3 cases, Black's game is preferable, but White has another combination: 8...PxP 9 BxP, Q-N3 10 B-R3ch, P-B4 11 BxN, RxB 12 BxPch, QxB 13 O-O, R-R1 14 QR-B1, Q-N3 15 RxB, QxQ 16 PxQ, P-KN3 17 KR-Q1!! White wins a piece (18 R/1-Q8) and then wins the endgame.

But, even this combination is not sound! After 13...Q-KR4!! 14 QxR, B-K3 15 Q-R8, N-B3 the White Queen is trapped and Black wins. Thus, it must be concluded that 6 N-B3 is not completely correct. In fact, Euwe could have played 6...B-QB4 or 6...PxN; instead of these two possibilities he answered with a blunder.

6 .... P-QN4?  
7 NxNP B-R3

On 7...PxN follows 8 B-Q5. Thus, White has won a pawn and has an advantage in development. Starting here, Euwe pulls himself together, but it is too late.

8 Q-N3 Q-K2  
There is nothing better on 8...BxN 9 BxPch, K-K2 10 BxN Black stands even worse.

9 O-O! BxN  
Or 9...PxN 10 B-Q5, B-N2 11 QxNPch.  
10 BxB N-B3

Or 10...Q-N5 11 B-QB4, QxQ 12 BxQ leading to loss of another pawn. Poor is 10...PxB 11 Q-Q5.

11 B-QB4 QN-Q2  
12 NxP ....

Thus, White has a pawn, but has much more in his positional advantage.

12 .... R-QN1  
13 Q-B2 Q-B4  
14 N-B5 N-K4  
15 B-B4 ....

Of course, this is stronger than 15 NxPch, K-Q2 (15...BxN 16 BxPch) etc. Now Black's best is 15...N/3-Q2.

15 .... N-R4  
16 BxPch ....

This wins outright.

16 .... KxB  
17 QxQ BxQ  
18 BxN R-N4

On 18...QR-K1 follows 19 B-Q6.

19 B-Q6 B-N3



20 P-QN4 R-Q1  
 21 QR-Q1 ....  
 Defending 21...RxN.  
 21 .... P-B4  
 22 PxP BxP  
 23 R-Q5 ....  
 Black resigns. Loss of more material cannot be avoided.  
 Score: Euwe 3 - Alekine 3

GAME SEVEN  
 SLAV DEFENSE  
 M. Euwe - A. Alekine  
 Played in Rotterdam, October 19

1 P-Q4 P-Q4  
 2 P-QB4 P-QB3  
 3 N-KB3 N-KB3  
 4 N-B3 PxP  
 5 P-QR4 B-B4  
 6 P-K3 ....

In the second and fourth match games, Alekine played 6 N-K5 and after 6...P-K3 failed to get an advantage. In this and subsequent match games, Euwe plays the 6 P-K3 variation, which is sufficiently sharp to regain the QBP. True, this is not a developing move, but it gives White a strong QP, and in the further struggle he can strive for P-K4.

6 .... P-K3  
 7 BxP QN-Q2  
 8 O-O B-Q3

In other games of the match, Alekine played this bishop to N5, to fight for White's K4 square. With 8...B-Q3 Black prepares the counterstroke...P-K4, but this move is not the best in the position.

9 Q-K2 N-K5

White threatened P-K4-K5 winning a piece. On 9...P-K4 could follow 10 P-K4, B-KN5 11 P-Q5 and White has a minimal, but sure advantage, with a better position for his minor pieces.

10 NxN ....

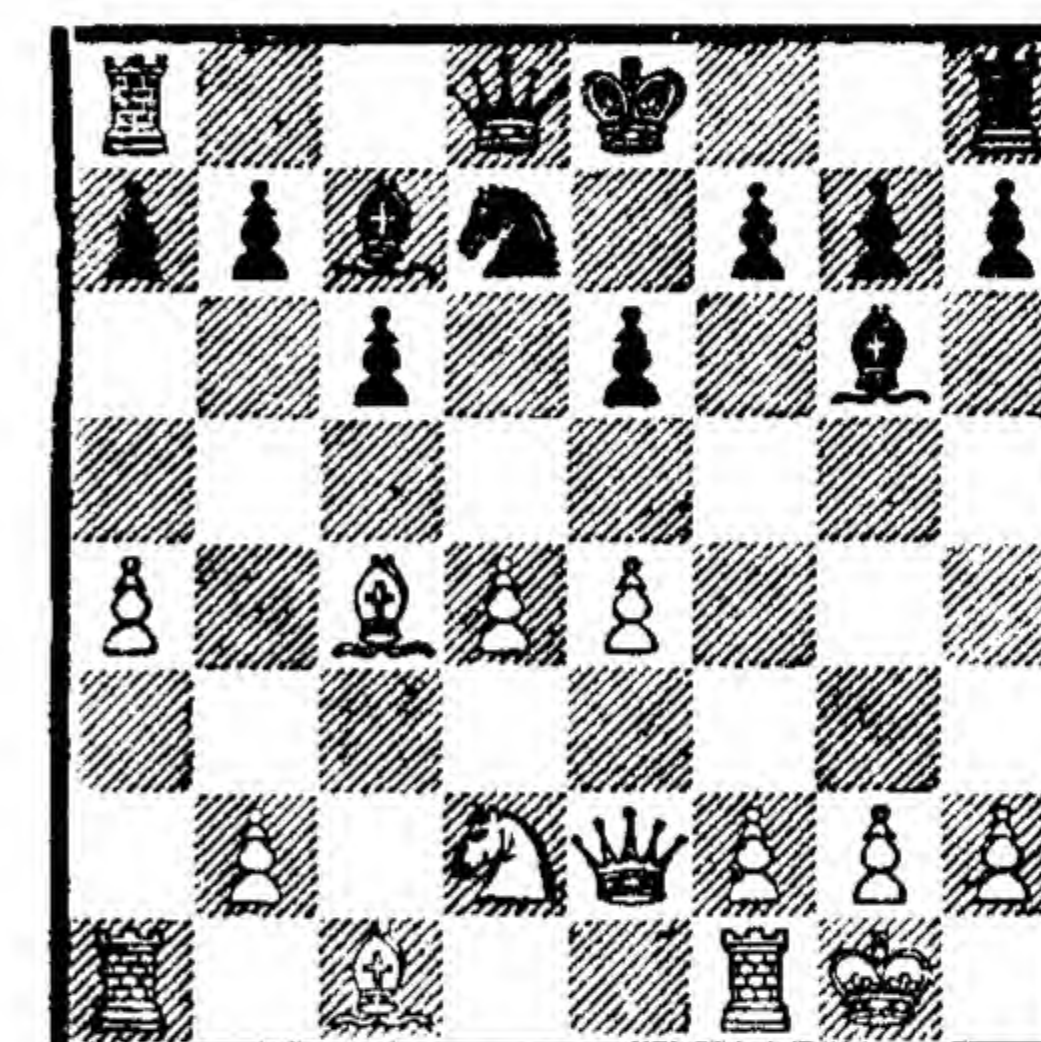
As a result of this move, White loses his advantage. White should continue 10 B-Q3! to contest his K4. After 10 B-Q3, NxN 11 PxN, BxB 12 QxB, O-O 13 P-K4 it is not easy for Black to find a good plan of play.

Euwe, of course, plays to pursue Black's Queen bishop but this is not as good as the other plan of play.

10 .... BxN  
 11 N-Q2 B-N3  
 12 P-K4 ....

The plan of P-K4 is correct, but White's knight is misplaced on Q2, where he obstructs the development of the other pieces. His plan now of P-B4-B5 gives Black no extreme difficulty.

12 .... B-B2



Correct here was 12...Q-B2! preventing P-B4 and attacking the KRP. If White answers 13 P-KN3, this weakens his position and Black gains time for his defense. The text move also prevents 13 P-B4, on which follows 13...N-B3 14 Q-Q3 (14 P-B5, QxPch 15 K-R1, B-KR4) 14...O-O! 15 P-R3, P-KR4 and White's position is difficult.

Nevertheless, after 12...B-B2 White could continue 13 P-Q5, after which Black's defense is not easy. Better for Black are the complications after 13...BP xP 14 PxP, N-N3 15 B-N5ch, K-B1 16 PxP, P-QR3 17 B-QB4, NxN 18 NxN, Q-Q6 19 P-K7ch, K-K1 20 Q-N4, P-B4!

Weaker is 13...KP xP, on which after 14 PxPch, Q-K2 leads to an endgame: 15 QxQch, KxQ 16 R-K1ch, K-Q1 17 N-B3, R-K1 18 B-K3, B-Q3 and Black should hold the game.

13 B-N3 ....

Black, clearly, threatens ...N-N3 attacking both the bishop and the QP, but correct was 13 P-Q5.

13 .... O-O

14 P-B4? ....

Euwe clearly overlooked Black's answer. If he decides to play P-B4, it can only be after 14 B-B2, to



guard his KP.

14 ..... N-B3

Of course! White cannot defend his QP because his pieces are tied to the defense of the K4 (15 Q-K3, B-N3), and on 15 P-B5, possible is 15...QxPch 16 K-R1, B-KR4.

15 B-B2 QxPch

16 K-R1 Q-N5

Alekhine has decided to give up the bishop for 3 pawns, though it is clear that he is not forced to do so. After 16...B-KR4 17 Q-K1, QR-Q1, it is not easy for White to enforce P-KN4.

Alekhine writes here that after 16...B-KR4 17 N-B3, Q-N5 18 P-K5, N-Q4 19 P-N4, BxNP 20 BxPch, K-R1 21 R-KN1, BxN 22 QxB, KxB White has 23 RxB, but he does not say how White would continue the attack after 21...B-KR4.

17 P-N4 QR-Q1

In case of 17...P-KR3 18 P-B5 (or R-R3) PxP 19 KPxB, KR-K1 20 Q-N2, B-R2 21 P-R3 the Black bishop at R2 is out of play. Alekhine considers that Black's beautiful development, plus the pawns for the piece, give Black at least equal play.

White, instead of accepting the piece sacrifice could play 18 R-R3 with the continuation 18...RxN 19 BxR, QxNP 20 R-QB3, NxP 21 BxN, BxB 22 QxB, QxB and Black has three pawns for the exchange.

18 P-B5 PxP

19 KPxB ....

Forced. If White plays for "attack", then after 19 NPxB, B-R4 20 Q-N2, B-K4! he is minus both his pawn and his attack, as on 21 N-B3 (21 R-R3, B-N5) Black answers 21...BxN.

19 ..... KR-K1

20 Q-N2 QxKNP

The correct continuation. Black's pawns do not count in the middlegame, and White after 20...NxP 21 PxP, RxB 22 N-B3 keeps the Queens on the board with chances for attack.

21 PxP RxB

22 B-Q1 ....

Of course, 22 QxQ, NxQ 23 B-N3, R-Q2 24 N-B3, R-K7 only aids Black's initiative. If Black avoided exchanging Queens now, 23 R-R3 would give White good attacking chances.

22 ..... QxQch

23 KxQ R-Q5!

Very good. The threat is 24...R/1-Q1, and the knight has no good move. On 24 N-N3 follows 24....R-R5 with a continued initiative.

24 N-B3 R-N5ch

25 K-R3 ....

Best. On 25 K-R1 follows 25...N-K5 26 P-R5 (preventing 26...B-N3) B-Q3 27 B-K3, N-N6ch 28 PxN, RxB and Black wins a fourth pawn.

25 ..... R-Q1

Threatening 26...R-Q4 with a further ...R-R4ch. Euwe finds a satisfactory defense.

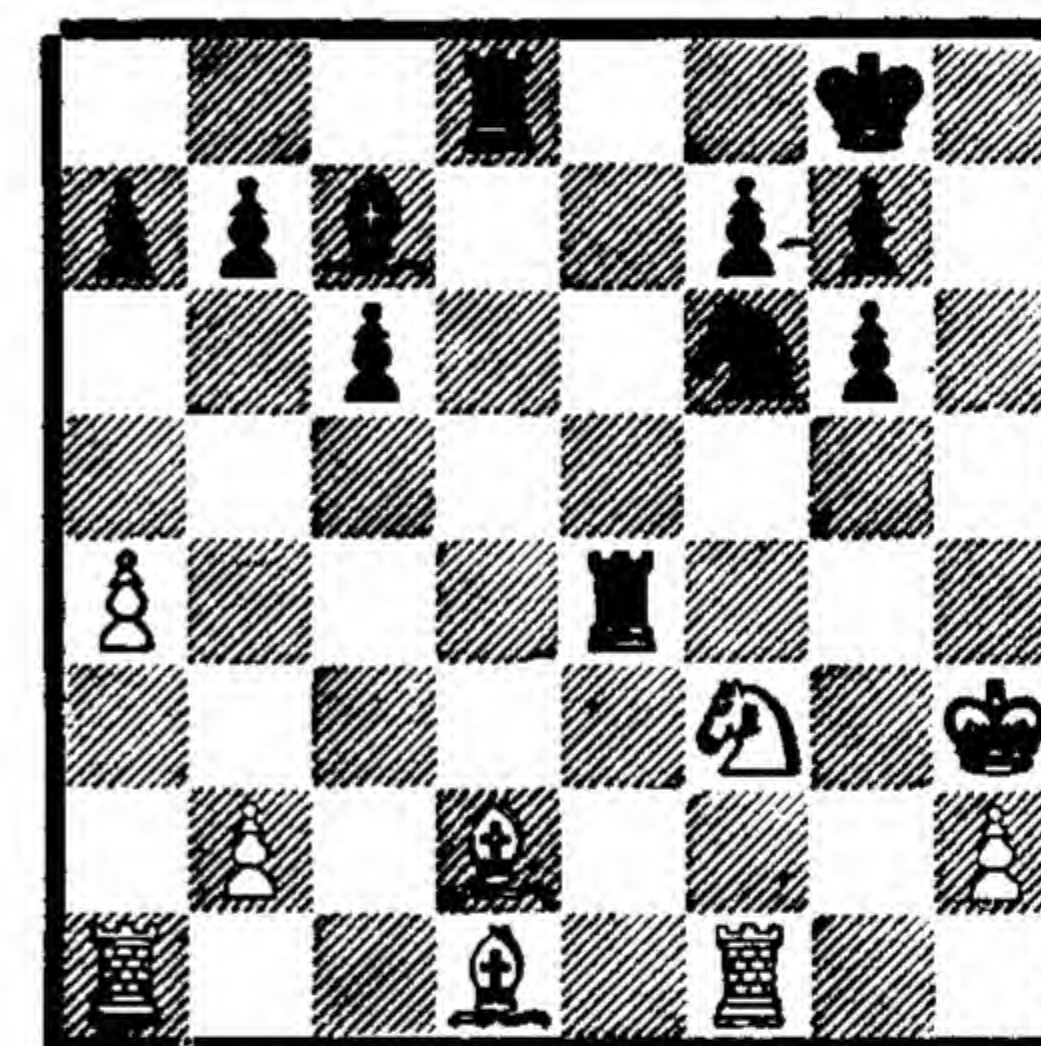
26 B-N5 R-N5

With tempo, defending 27 BxN.

27 B-Q2 ....

After 27 P-N3, R-Q4 White has a weak ONP. Black now cannot capture the QNP, as after 27...RxP 28 B-B3, R-N3 29 B-R5 he loses the exchange.

27 ..... R-K5



28 B-N3? ....

Of course, finding the best continuation for White is not easy. Poor, for example, is 28 B-K1, N-Q4! 29 B-KN3, BxB 30 PxP, R-QN5 31 P-N3, P-B3 32 R-K1, P-KN4 etc. Nevertheless, 28 R-R3! saves the game. On 28....N-N5 (Alekhine's proposal) 29 B-B2, White has at least a draw. Or 28...R-Q4 29 K-N2, P-KN4 30 BxP, R-N5ch 31 K-R3, R/5xB 32 NxR, RxN 33 B-N3 and White's chances are not bad. Now the White King is in a mating net, and the struggle is quickly over.

28 ..... R-K7

The threats are 29...R/1xB and 29...R-Q6. Both cannot be defended.

29 B-B3 R-Q6

30 K-R4 RxN

31 RxB RxPch



32 R-R3          P-N4ch  
 33 KxP            RxR  
 34 B-Q1          N-K5ch  
 White Resigns

Score: Euwe 3 - Alekine 4

GAME EIGHT  
 NIMZO-INDIAN DEFENSE  
 A. Alekine-M. Euwe  
 Played in Leiden, October 21st

1 P-Q4          N-KB3  
 2 P-QB4        P-K3  
 3 N-QB3        B-N5

This is one of the main defenses to 1 P-Q4. As in other modern openings, Black strikes at the center with his pieces and pawns. Properly played, this strategy should reduce White's initiative to a minimum. In some old openings (like the Orthodox Defense) White's advantage is in the middlegame, in the Nimzo-Indian, this is not so.

It is interesting to note that, although Euwe plays this opening seldom, preferring the Slav defense, neither does Alekine.

4 Q-B2          P-Q4

Another interesting system is ...P-K4, prepared by 4...N-B3 and 5...P-Q3. In this case, play has a more distinctive character.

5 PxP          ....

This move helps Black's development, but after 5 P-QR3, BxNch 6 QxB White does not have the advantage.

5 .....        QxP

According to practice, fully satisfactory here is 5...PxP 6 B-N5, B-K3. The move played is not worse.

6 P-K3          P-B4

A popular answer here is 6...N-B3, the Ragozin defense, but to me 6...P-B4 is preferable.

7 P-QR3        BxNch

8 PxB          ....

Flohr played 8 QxB against me (Hastings, 1934/5) ; still, after 8...QN-Q2 9 N-B3, PxP White had only equal play.

8 .....        QN-Q2

This continuation, it seems, was first played in my game with Euwe (Nottingham, 1936). Euwe played 9 N-

B3, and, although he got the better game, Black's play was hardly satisfactory. Therefore, in this game Alekine tries a new idea.

9 P-B3          ....

Now White threatens to set up a powerful pawn center with P-K4.

9 .....        PxP

10 BPxP        ....

White would be giving up all intentions of a pawn center by playing 10 KPxP, and would leave himself with a isolated "pawn island" as well.

10 .....        N-N3

11 N-K2        B-Q2

Black has no direct way to prevent P-K4, so continues his development with a "wait and see" attitude.

12 N-B4        ....

The immediate 12 P-K4 is met by 12...Q-B5. Then, neither 13 QxQ, NxQ 14 N-B4, R-QB1, nor the passive 13 Q-N1 offer White an advantage.

12 .....        Q-Q3

Best of the alternatives. 12...Q-R4ch is poor because of 13 B-Q2, Q-R5 14 QxQ followed by 15 R-QB1 with an endgame edge for White because of his two bishops. 12...Q-B3 is weaker for the same basic reasons, and because Black intends to use the file via R-QB1 to attack the White Queen.

13 B-Q2        ....

Developing the bishop at N2 would support the QP, but leave the knight undefended on a later P-K4. The text move also prevents 13...O-O because of 14 B-N4.

13 .....        R-QB1

14 Q-N2        KN-Q4

This is the only way to struggle against the pawn center and the two bishops. Now Black gets control of his QB5 square, and his new QP restrains White's P-K4.

15 NxN        PxN

16 B-N4        ....

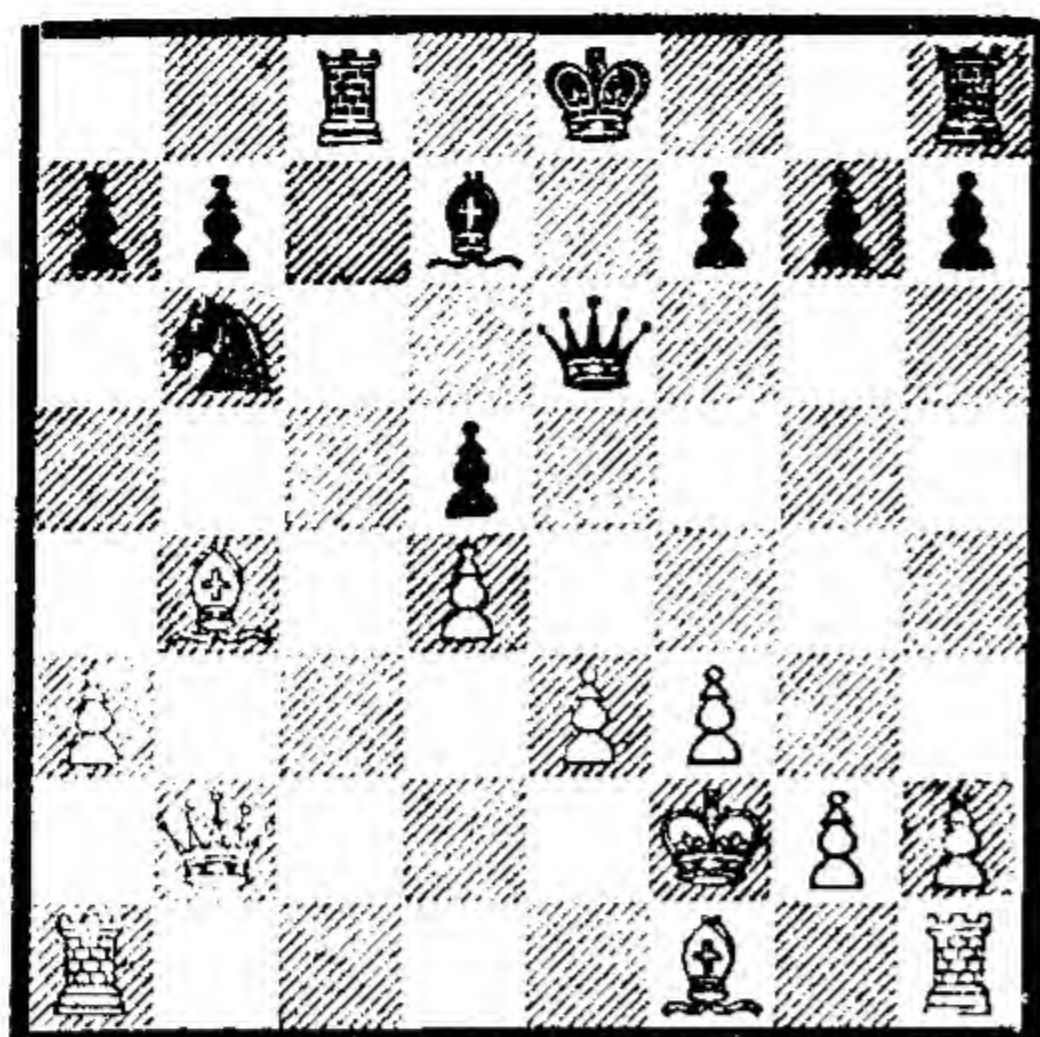
Only this will keep the Black King in the center; if 16 B-Q3, then 16...Q-K3! and Black can castle.

16 .....        Q-K3

17 K-B2        ....

See diagram at top of next column.





17 .... N-R5?

Euwe underestimates the danger of the bishop on N4. Black cannot play for control of his QB5, for after 17...N-B5 18 BxN, RxB 19 QR-B1, RxR 20 RxR, B-B3 21 P-K4! White has a dangerous initiative.

Therefore, Black must play 17...P-B4, to prevent P-K4 and safeguard his King by bringing it to B2. After 18 B-B5, K-B2 19 BxN, QxB 20 QxQ, PxQ, an equal endgame is reached. On 19 B-Q3? (Instead of 19 BxN) 19...N-R5! 20 QxP, R-QN1 21 QxRP, R-N7ch 22 K-B1, NxB 23 PxN, R-R1 or 20...RxB 21 PxR, NxP 22 Q-N1, R-K1 23 KR-K1, P-B5 24 K-N1!, PxP 25 Q-B2, R-QB1 26 QR-B1, Q-Q3 with a complicated position with chances for both sides.

18 Q-Q2 P-QN3

Logical, but a blunder. Black intends ...P-QR4. If White prevents this by 19 B-R6, then 19...R-QN1 threatens to win the bishop by ...P-QN4. But White has seen further.....

19 B-R6 R-QN1

20 P-K4! ....

At last, and at a decisive moment. Now 20...P-QN4 fails against 21 PxP and Black's King perishes on the open central files.

20 .... P-QN4

Anyway.

21 Q-B4 ....

This attack on the Rook gives White a better Queen position.

21 .... R-N3

22 PxP QxP

23 KR-K1ch B-K3

24 QR-B1 ....

Now 24 ...RxB is met by 25 Q-N8ch, K-Q2 26 R-B7, mate.

24 .... P-B3

25 R-B7 K-Q1

26 RxRP Black Resigns

After his blunders on his 17th and 18th moves, Black could never recover.

Score: Euwe 3 - Alekine 5

# GAME NINE

## SLAV DEFENSE

M. Euwe - A. Alekine

Played in Haag, October 24th

1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 N-KB3	N-B3
4 N-B3	PxP
5 P-QR4	B-B4
6 P-K3	P-K3
7 BxP	B-QN5

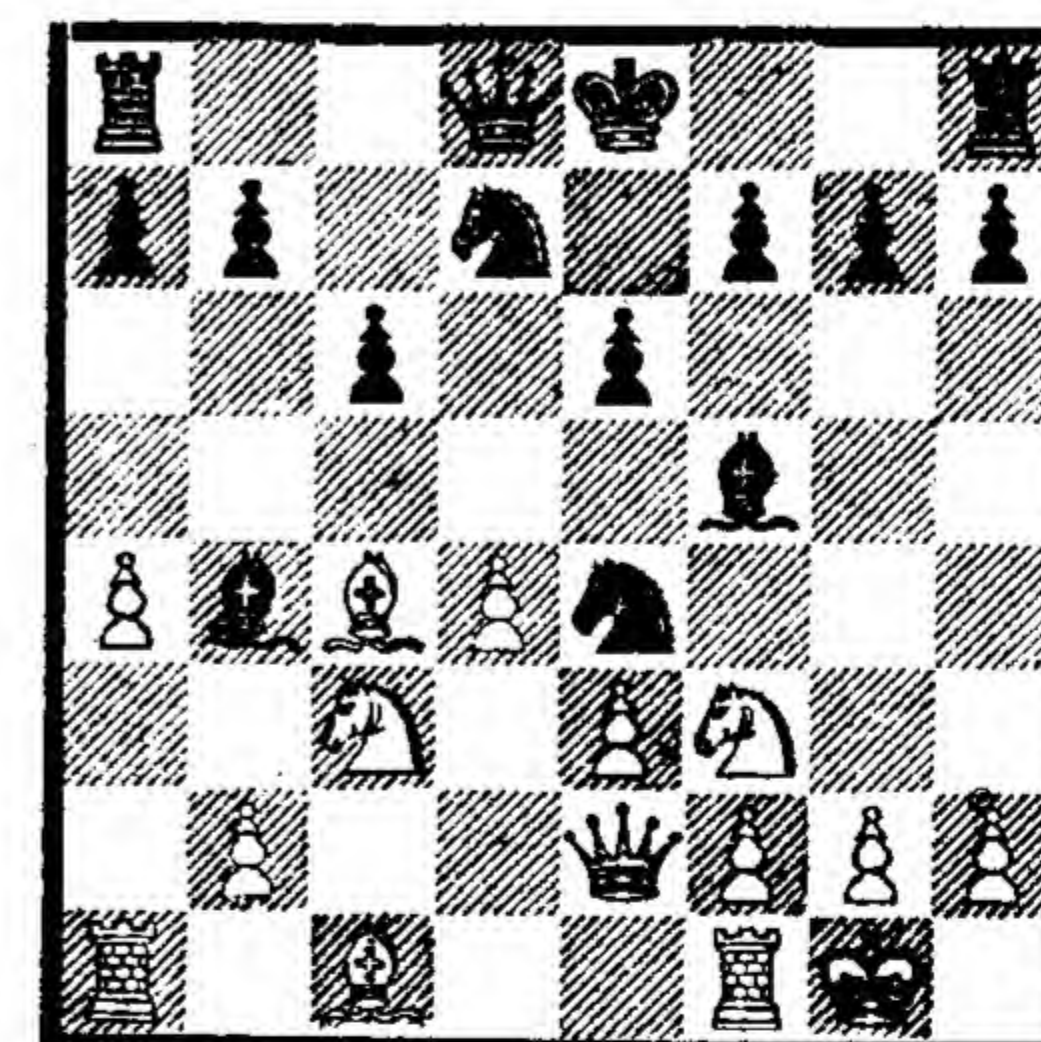
Up to here the same moves as in the seventh game, in which Alekine now played 7...QN-Q2 and 8...B-Q3.

Developing the bishop to QN5 is more logical, for this opening struggle revolves around control of White's K4 square.

8 0-0 QN-Q2

8...0-0 was played in the seventeenth game.

9 Q-K2 N-K5



The most natural. The alternative defense to the threat of P-K4 is 9...B-N3, as played by Alekine in the fifteenth game. This position tends towards equality. If White exchanges on K4, he loses any opening advantage. Euwe finds an effective move, sacrificing his QNP for control of his K4, opening the



QN-file for his Rook, and the diagonal QR3-KB8 for his bishop - all with gain of time.

10 B-Q3 BxN

Black decides to accept the sacrifice. After 10... N/2-B3 11 N-R4, B-N3 (not 11...NxN 12 PxN, BxP 13 B-R3!, BxR 14 NxB, PxN 15 RxB with good compensation for the exchange; 12...BxB 13 QxB, B-K2 leaves White with a solid pawn center and a good lead in development) 12 NxB, NxN 13 PxN, BxP 14 NxR, BxR 15 B-R3, B-B6 16 Q-B2, Q-R4 (16...B-R4 loses outright to 17 Q-B5) 17 BxP and Black is helpless against the threat of NxP followed by Q-N6ch.

11 PxB NxQBP

The only real alternative is 11...O-O 12 B-R3, R-K1 13 Q-B2 leaving Black poorly placed.

12 Q-B2 BxB

13 QxB N-Q4

14 B-R3 ....

Thus, in compensation for his pawn, White has prevented Black's castling, and has the lead in development.

14 .... P-QR4

Intending ...N-N5 so as to close the bishops' diagonal and allow him to castle.

15 QR-N1 N-N5

Alekhine decides to return the pawn to get his King out of the center. Alternatives like ...R-QN1 and ...Q-B2 allow White to double Rooks on the QN-file and increase the pressure.

16 BxN PxP

17 RxP O-O!

Now, of course, White cannot play 18 RxP because of 18...N-B4.

18 Q-B2 Q-B2

19 R/1-N1 KR-N1

20 P-K4 ....

Euwe plays carelessly. Better were 20 P-R3 or 20 N-Q2, intending on a Black ...P-QB4 to exchange and draw. The pawn move only increases the effect of ...P-QB4.

20 .... R-R4

Alekhine plays precisely, preventing P-Q5 in reply to ...P-QB4. The effect of this move has been overlooked by the commentators.

21 P-K5 ....

Threatening N-N5-K4-Q6. But this threat is easily defended, and the advanced KP will become weak. Better was 21 P-R3.

21 .... P-R3

22 N-Q2 P-QB4!

Fully equalizing the position. White cannot now bring his knight to Q6, and his pawn center is in trouble.

23 N-N3 R/4-R1

24 R-B4 ....

Of course not 24 NxP?, P-QN3 and White loses a piece.

24 .... P-QN3

25 P-B4 ....

True, the KP is not well defended, but this opens the QR2-KN8 diagonal, giving Black fresh tactical possibilities.

25 .... Q-B3

26 PxP PxP

27 R-R1 ....

No better is 27 P-R5, Q-N4! and the threat of 28... RxP is not easy to answer. White's defensive problems are a result of his faulty P-K5.

27 .... Q-N3

28 R-R3 ....

Of course, not 28 NxP, NxN 29 RxN, R-B1 30 R-QB1, R-R4 and Black emerges with an extra Rook.

28 .... Q-R2

Now the threat of 29...N-N3 is clear. White puts his Queen on the QR7-KB2 diagonal to ease the pinning threats.

29 Q-B2 N-N3

This forces an exchange which leaves Black with his heavy pieces better placed.

30 RxP NxP

31 R-B1 QxQch

32 KxQ R-N5

By this move Black demonstrates his advantage. He has free play for his pieces to attack the weak pawns.

33 P-N3 R-Q1

To unpin the Rook, and threaten simply 34...R-Q6.

34 K-K2 N-N3

35 N-Q2 ....

At last White has untangled his pieces, But Black continues to attack the pawn chain.

35 .... P-N4!

36 PxP ....

This holds the game. After 36 R-KB3, White only holds temporarily. Black could not play 36...PxP 37 PxP, for White could exploit the opened KN-file with his Rooks. 36...N-Q4 would be harder to meet, for after



37 R-B4, NxPch! 38 PxN, RxNch 39 KxR, RxR White is only a pawn down, but the weakness of his pawns would make it very difficult to draw the endgame.

36 .... PxP  
 37 R-Q3 N-Q4  
 38 R-B4 RxR  
 39 NxR R-R1  
 40 N-K3 NxN  
 41 RxN Draw

For Black cannot win a pawn by 41...R-R7ch 42 K-B3, RxP because of 43 K-N4 winning the Black KNP.

Score: Euwe 3½ - Alekine 5½

GAME TEN  
 NIMZOINDIAN DEFENSE  
 A. Alekine - M. Euwe  
 Played in Haag, October 26

1 P-Q4 N-KB3  
 2 P-QB4 P-K3  
 3 N-QB3 B-N5

In the eighth game Euwe also chose the Nimzoindian opening. Although that game was not satisfactory for him, he does not blame the result on the opening.

4 Q-B2 P-Q4  
 5 PxP QxP  
 6 P-K3 ....

It seems to me that stronger here is 6 N-B3, P-B4 7 B-Q2, BxN 8 PxB, N-B3 (or 8...QN-Q2) 9 P-K3, P-QN3 10 P-B4, Q-Q3 11 B-B3. In later games Alekine developed his QB at N2, and Euwe his QN at B3.

Where does the Black knight stand better, at Q2 or QB3? To me, the knight belongs at Q2, leaving open the long diagonal for the QB at N2, and defending the square KB3.

6 .... P-B4  
 7 P-QR3 BxNch  
 8 PxB N-B3

In the eighth game Alekine on 8...QN-Q2 answered 9 P-B3. Now this move is ineffective, for after 9...O-O! 10 P-K4, Q-Q1 White cannot defend his Q4.

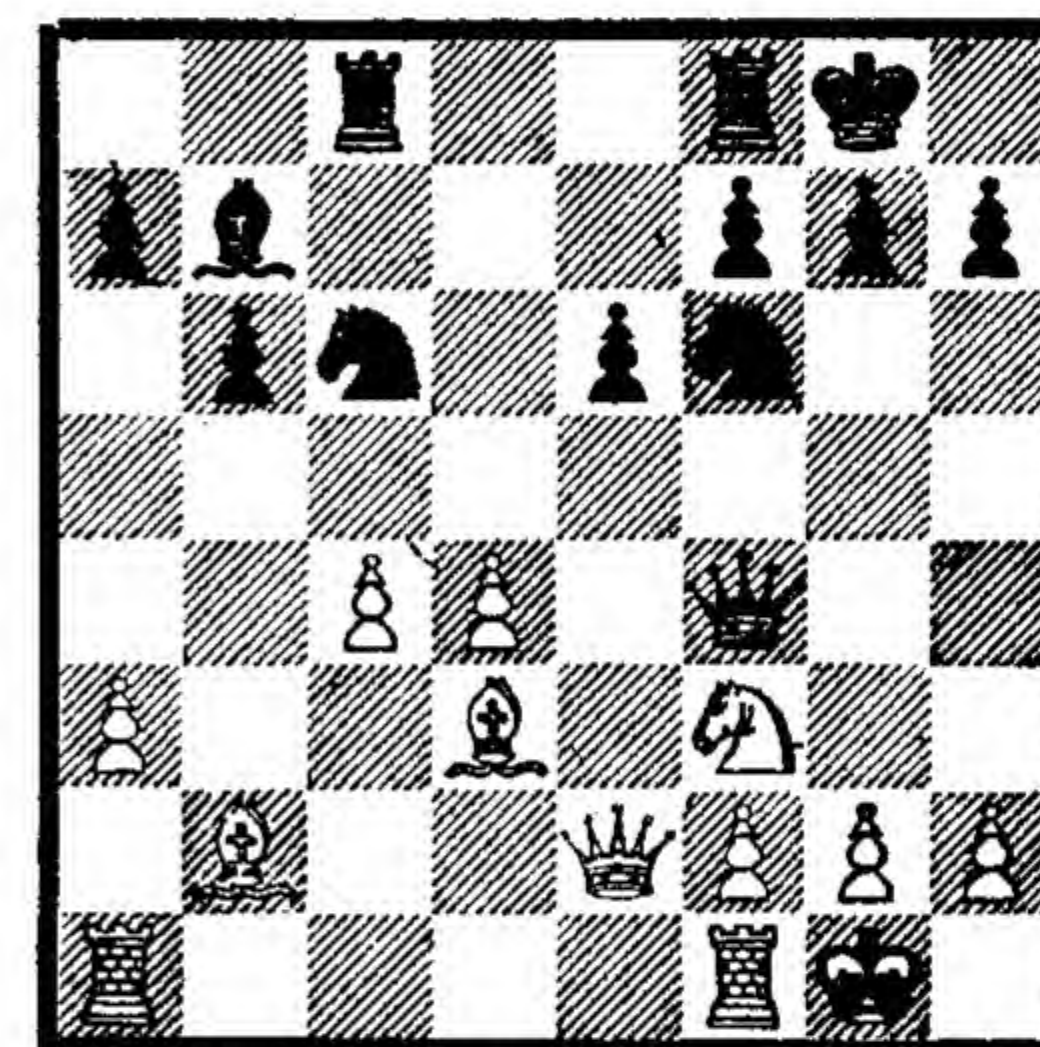
9 N-B3 O-O  
 10 P-B4 Q-Q3  
 11 B-N2 PxP!

This is an unusual move in this variation. Black's points are: first - to open the King file for his Rook; second - to leave White with hanging pawns, and third - to stabilize the central pawn situation, easing his defense.

12 PxP P-QN3  
 13 B-Q3 B-N2  
 14 O-O QR-B1

Placing the Rook on the file to indirectly attack the White Queen.

15 Q-K2 Q-B5



Black defends the threat of N-K5 (after QR-Q1) and tries to provoke P-N3 by White, which would seriously weaken the Kingside.

Now White should play the accurate 16 KR-K1, preventing the maneuver 16...N-QR4 17 N-K5, B-K5.

16 QR-Q1 KR-K1

It is strange that Euwe does not try 16...N-R4 17 N-K5, B-K5, exchanging bishops to weaken the White QBP. In the journal "Chess", Euwe wrote that with 16...KR-K1 he intended to prepare ...Q-N5 with a following ...N-QR4. (An immediate 16...Q-N5 is not possible because of 17 P-Q5, PxP 18 BxN, PxP 19 PxP). Note also that 16...Q-N5 17 P-R3, Q-R4 18 Q-K3, Q-R4 19 N-K5 also gives Black nothing, so Euwe's threat of ...Q-N5 must be called minimal. Alekine defends against this "threat", when he could have prevented exchange of White-squared bishops by 17 KR-K1. Black now hurries to make this exchange.

17 P-R3 N-QR4  
 18 N-K5 B-K5  
 19 KR-K1 BxB  
 20 QxB ....

Not 20 RxB, NxP 21 R-KB3 (21 NxN, RxN 22 R-KB3, Q-



B2) 21...Q-Q7! and White remains a pawn down.

20 .... R/K-Q1

Fully logical. Black prepares for 21...N-Q2 to exchange White's best defending and attacking piece. Black's position is not bad, but White has some tactical threats.

21 B-B1 Q-R5

Euwe allows White some tactical possibilities rather than playing for a draw by 21...Q-B4 22 QxQ (preventing 22...N-Q2!) PxQ 23 B-N5, NxP 24 NxN, RxN 25 BxN, PxB 26 R-K7, etc..

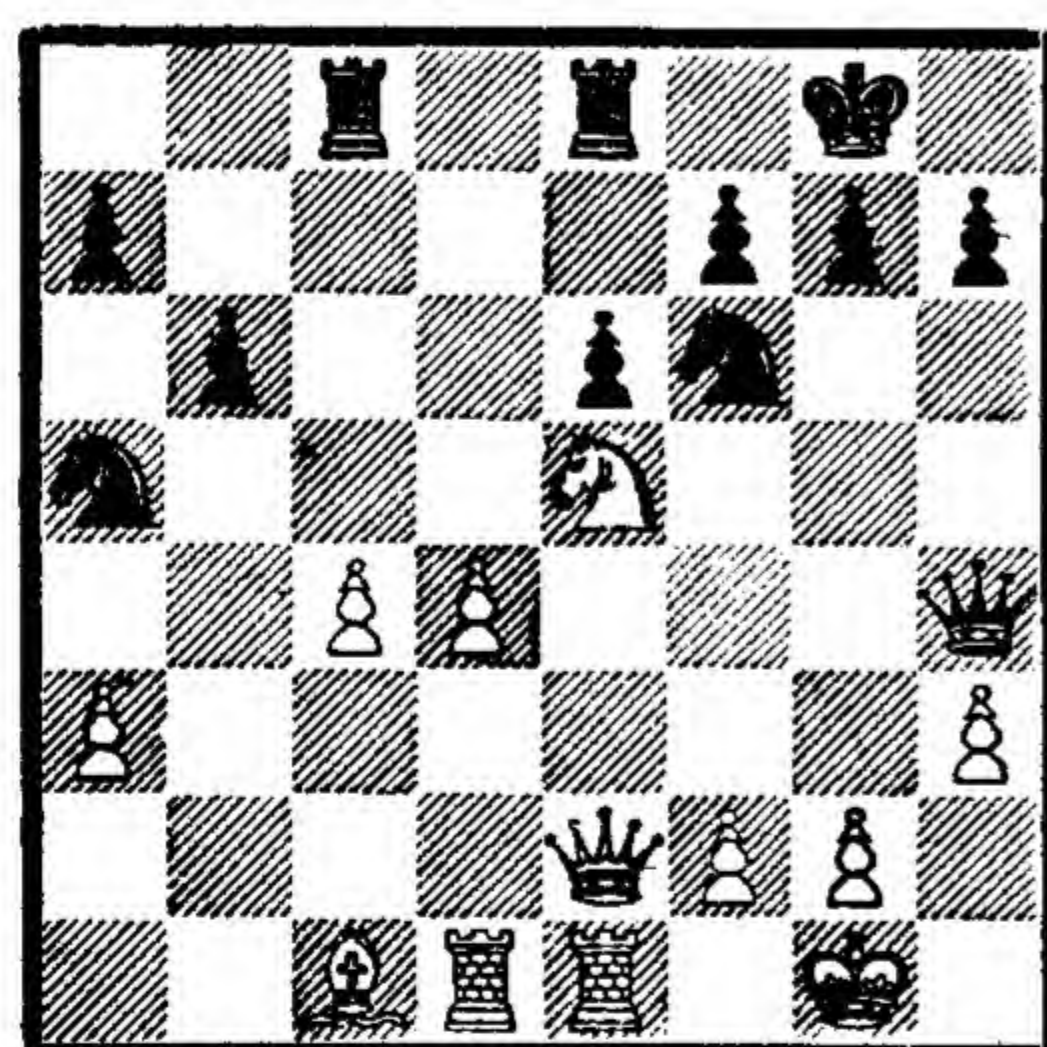
Alekhine writes that the move (after 21...Q-B4 22 QxQ, PxQ) 23 P-Q5 is good, and if 23...NxP, then 24 N-B6, or if 23...N-K5, then 24 P-N4.

But in this case 24...N-Q3 leaves White with no clear advantage.

22 Q-K2! ....

Now Black has some difficulty defending the threat of 23 NxBP. Poor, for example, is 22...N-Q2 23 NxP, KxN 24 QxPch, K-B1 25 B-Q2, N-B3 26 P-Q5, N-Q5 27 B-N4ch, N-B4 28 Q-K5. Nevertheless, fully satisfactory is 22...N-B3 and on 23 NxN, RxN 24 P-Q5, R/3-Q3 or 23 NxP, KxN 24 QxPch, K-N3, or of course, 23 N-B3, Q-R4 24 B-N5, P-KR3 25 BxN, PxB-none giving White an advantage.

22 .... R-K1?



A gross blunder, Black defends NxP, but spoils his position in doing so. 22...N-R4 is also bad, because 23 P-N4 forces the knight back.

23 P-N4? ....

Now Alekhine overlooks the possibilities! Black could now play 23...P-KR3 (but not 23...QxRP 24 R-Q3, Q-R5 25 K-N2, with threat of R-R1) 24 K-N2, N-R2 (for White threatened 25 N-B3 winning the Queen) 25 P-B4 (or 25 P-Q5, PxP 26 PxP, N-B5!) Q-K2 with a satis-

factory position.

How is White to continue? He gets nothing, for example, on 23 K-R2, P-KR3 24 P-N3, Q-R4 25 P-N4, Q-R5 26 N-B3, NxPch 27 K-N2, Q-R4 28 PxN, QxPch 29 K-R1, Q-R4ch 30 QN-R2, QxQ 31 RxQ, NxP and Black has at least an equal endgame.

It is easy to see that the key to White's problem is his undefended KRP. Thus 23 Q-B1! leaves Euwe in a complicated position. On 23...P-KR3 (there is nothing better) 24 P-N3, Q-R4 25 P-N4, O-R5 26 N-B3 the Black Queen is lost.

All the commentators-S. V. Belavents and N. N. Rumin in "64", V. N. Panov in "Schachmatny USSR", Euwe in "Chess" and Alekhine, gave the blunder 23 P-N4 an exclamation, and overlooked 23 Q-B1.

23 .... N-B3?

The second gross blunder. Now Black loses a piece.

24 K-N2 NxN

Else 25 N-B3.

25 PxN N-R4

Black has no way to save the knight. There followed:

26 PxN	RxP
27 Q-B3	R-KB1
28 P-R6	P-B4
29 Q-N3	QxQ
30 PxQ	R/1-B1
31 PxP	R-B7ch
32 K-B3	R-B6ch
33 B-K3	RxP
34 R-Q7	R-B5
35 K-B2	R-B7ch
36 R-K2	R/6-R7
37 RxR	RxRch
38 K-B3	P-QR4
39 B-R6	R-B1
40 R-K7	Black Resigns

Score: Euwe 3½ - Alekhine 6½

GAME ELEVEN

SLAV DEFENSE

M. Euwe - A. Alekhine

Played in Groningen, October 30

1 P-Q4 P-Q4



2 P-QB4 P-QB3  
 3 N-KB3 N-KB3  
 4 N-B3 PxP  
 5 P-QR4 B-B4  
 6 N-K5 ....

In the first match game this move after 6...QN-Q2 7 NxP, Q-B2 8 P-KN3, P-K4 9 PxP, NxP 10 B-B4, N/3-Q2 11 B-N2, P-B3 12 O-O, QR-Q1 13 Q-B1, B-K3 14 N-K4! gave Euwe good play.

Alekhine also used this move as White (in the second and fourth game) to get an advantage.

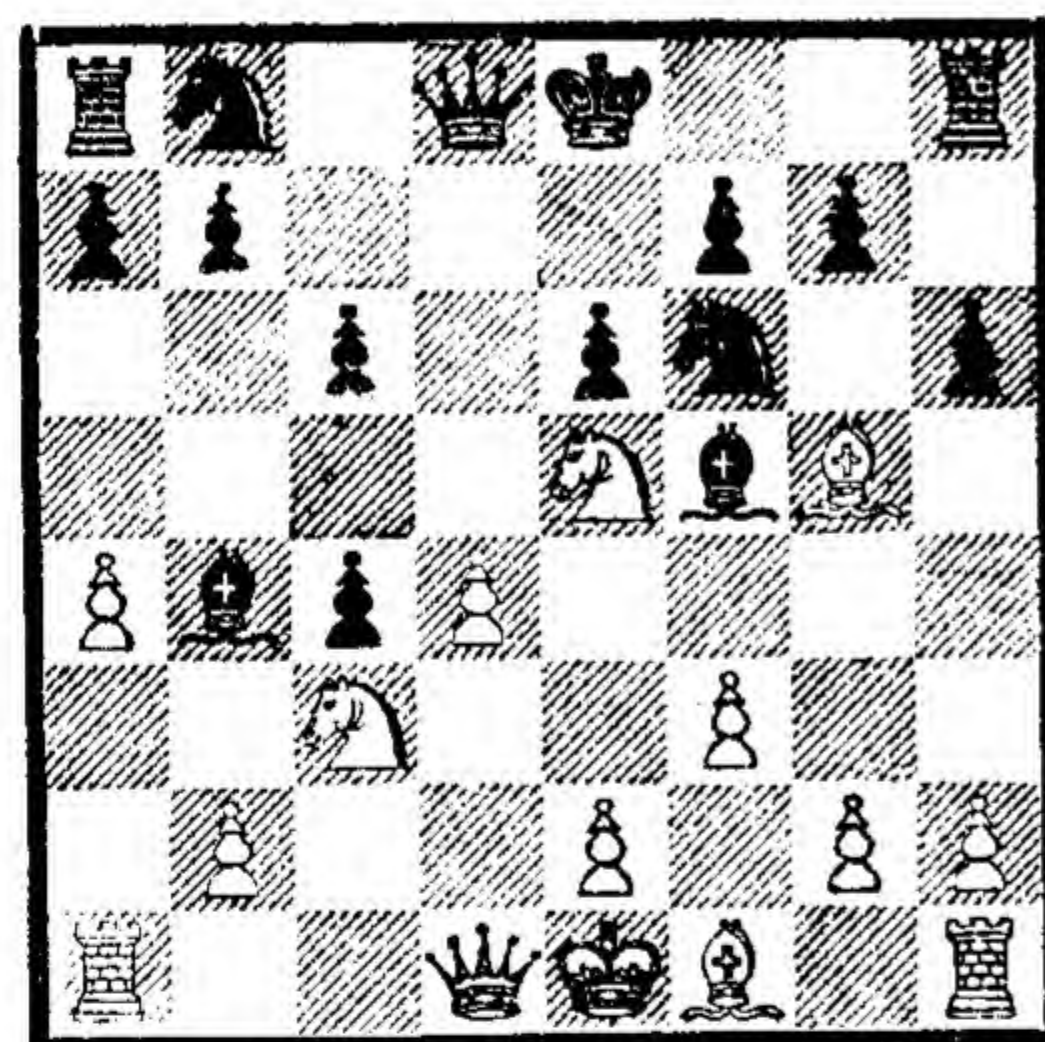
6 .... P-K3

Note this-Alekhine does not play 6...QN-Q2 as in Game One, for the line is too well known to Euwe.

7 B-N5 B-QN5  
 8 P-B3 ....

All this was played in Game Four, where Euwe (Black) answered 8...P-B4 9 PxP, Q-Q4 but after 10 QxQ, PxQ 11 P-K4!, PxP 12 NxP/4, O-O 13 BxN, PxB 14 N-Q6! (and not 14 O-O-O, as played in the game) got a difficult position.

8 .... P-KR3!



A good move. If 9 B-R4, Black has a good square for his bishop at R2. Euwe prefers to exchange, but Black's two bishops guarantees him an equal game.

9 BxN PxP

Black wins a tempo and strengthens his center, intending to play for the endgame. Fully possible also is 9...QxB 10 P-K4, B-R2 11 BxP, O-O and Black does not stand badly.

10 NxP/4 P-B4

Now 11 P-K4 is met by 11...PxP, so White must exchange.

11 PxP QxQch  
 12 RxQ ....

Nothing comes of 12 KxQ, BxP 13 P-K4, B-N3 14 N-N5, K-Q2 15 K-B2, N-B3. This game is very different from Game Four, in that Black's KP stands not on K4, but K3, which eases his defense.

12 .... B-B7

Thus, White is unable to shut the Black bishop out of play.

13 R-B1 B-N6

Of course, Black cannot play 13...BxP 14 R-R1, B-B3 15 N-N6. Now in case of 14 N-Q6ch, K-K2 15 NxNP, R-QB1 16 P-K4, R-B2 17 N-Q6, RxP Black has the better game. Therefore, Euwe tries to exchange a black bishop.

14 N-Q2 BxN  
 15 RxB BxP

Obtaining an equal endgame. Black's natural weakness-his KRP-is not serious. More serious is the position of his bishop at R5 (poor for Black is 16 P-K4, N-B3 17 P-QN3)

16 P-K4 K-K2  
 17 B-Q3 ....

After this Black does not lose time in retreating his bishop from R5. More solid was 17 K-B2 with a following K-K3; for example 17...R-B1 18 K-K3, B-K1 with equal play.

17 .... R-Q1  
 18 K-K2 N-B3

Now the King does not stand well on K2! On 19 P-QN3 follows 19...B-N4. Black now has a small initiative.

19 K-K3 ....

To threaten 20 P-QN3.

19 .... N-N5  
 20 B-N1 B-N4

To free the rook from defending the QRP. Not good is 20...QR-B1 21 R-R3.

21 N-N3 P-B4

Now on 22 N-Q4 follows 22...P-B5ch, and on 22 PxP-22...N-Q4ch.

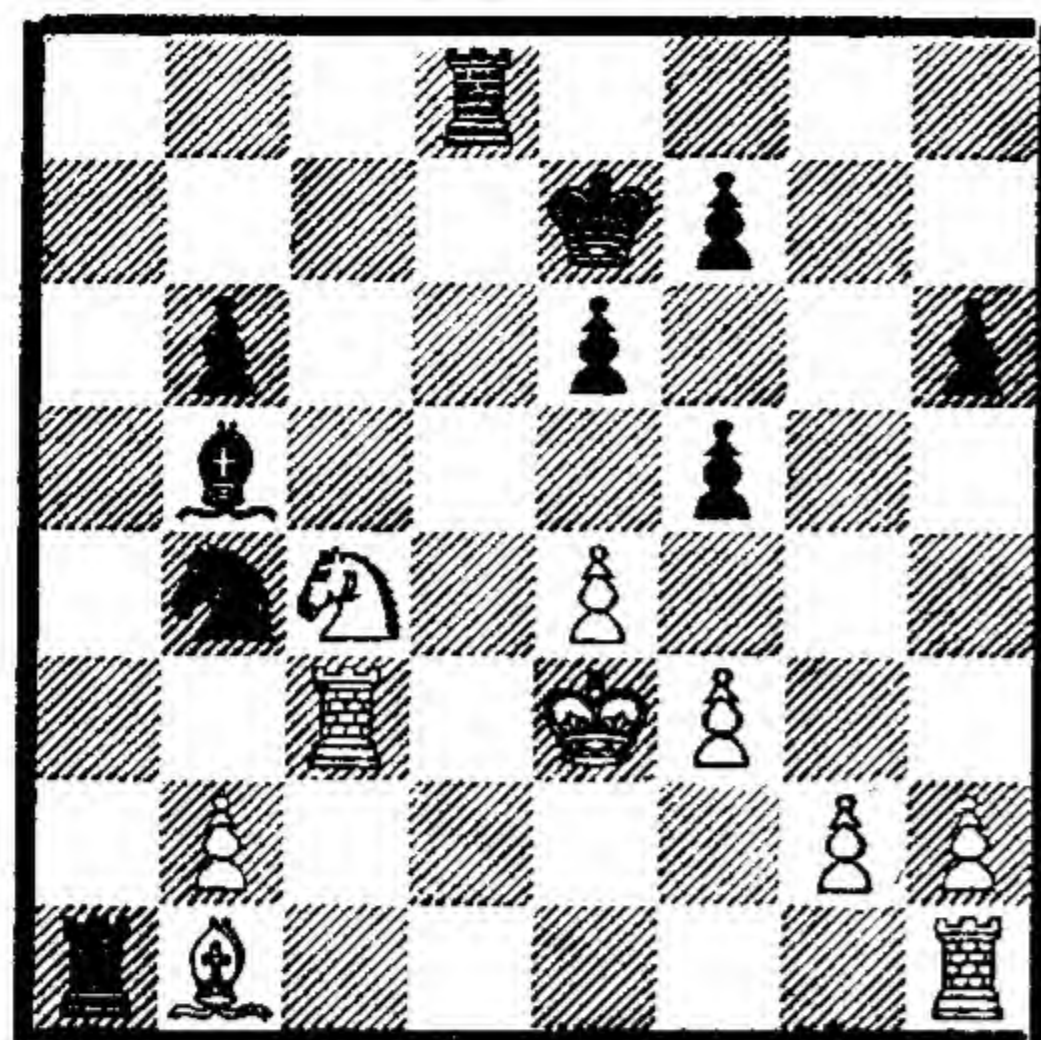
22 N-R5 ....

Threatening to win a piece with 23 R-N3. If Black defends the QNP by 22...QR-N1 then after 23 R-N3, P-N3 24 PxP, PxP 25 N-N7!, RxN 26 RxN, B-Q2 Black's endgame is clearly bad.

22 .... P-N3  
 23 PxP PxP  
 24 N-B4 R-R8?

See diagram at top of next column.





An unsound pawn sacrifice. Correct was 24...N-R7 25 BxN (or 25 R-B2, N-N5) RxB and Black does not stand badly.

Now White can win the QNP for his QNP. For example, 25 NxP, B-Q6 26 R-N3, P-B5ch 27 KxP, N-B3 28 N-Q5ch, or 25...R-QN1 26 R-N3, RxB 27 RxR, N-B7ch 28 K-Q2, Rx N 29 RxB.

25 N-R3 B-R3  
26 R-N3 N-Q6

Threatening 27...P-B5ch, therefore White captures to open K4 for his King.

27 PxP NxP  
28 RxN RxNch  
29 K-B2 R-Q3  
30 PxP RxKP

Draw

An interesting theoretical game, but marred by two blunders each by Black and White.

Score: Euwe 4 - Alekine 7

GAME TWELVE  
NIMZOINDIAN DEFENSE  
A. Alekine - M. Euwe  
Played in Amsterdam, November 1

1 P-Q4 N-KB3  
2 P-QB4 P-K3  
3 N-QB3 B-N5

Thus we reach the Nimzoindian again, though Euwe had unsatisfactory results with it twice before. Euwe must not blame these results on the opening.

4 Q-B2 P-Q4  
5 PxP QxP  
6 P-K3 P-B4

7 P-QR3 BxNch  
8 PxP O-O!

Very solid. Black reserves the option of developing his QN to Q2 or B3; if 9 P-B3, continues 9...N-B3 10 P-K4, Q-Q1, while if 9 N-B3, then 9...QN-Q2.

9 N-B3 PxP

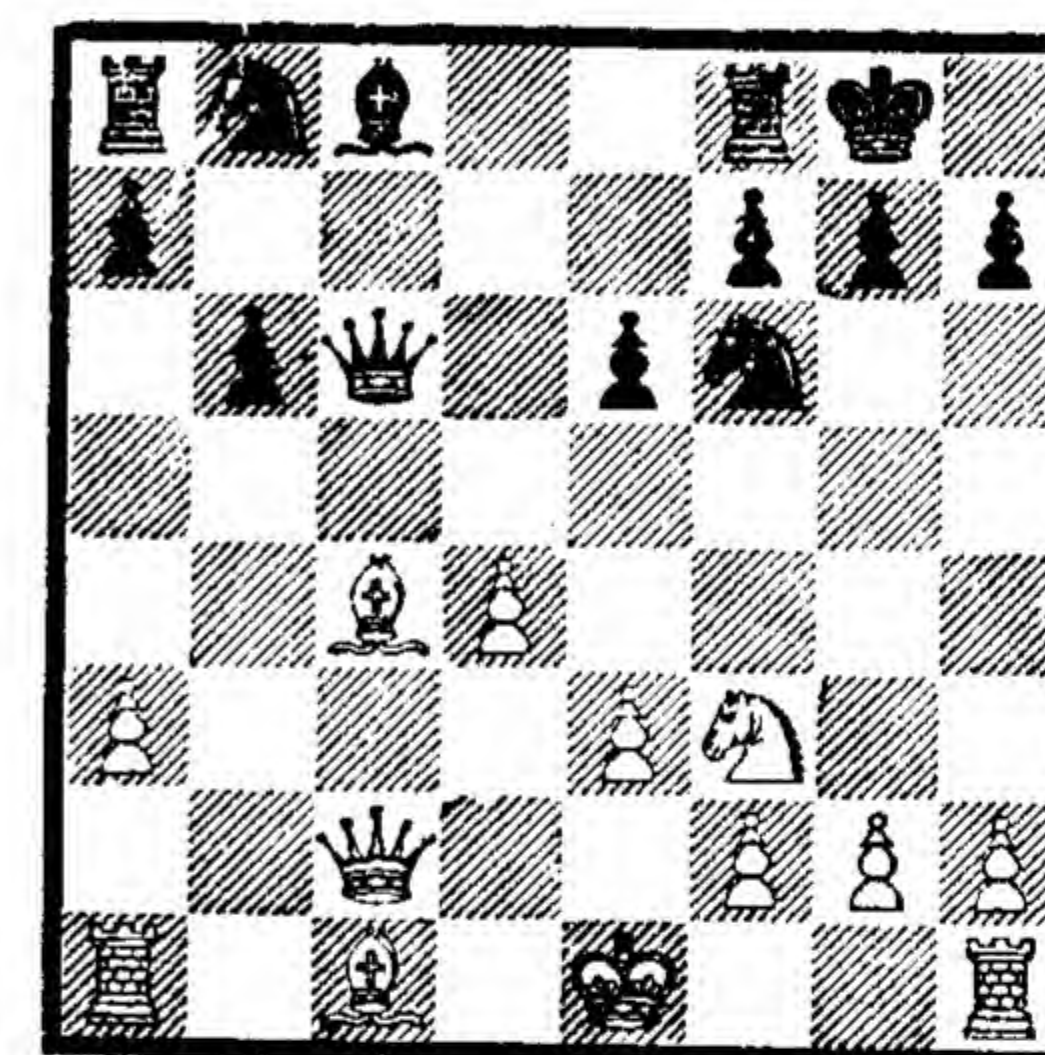
Euwe plays to fix the central pawn formation, but improves White's pawns in doing so. White now can prepare P-K4, an opportunity which he does not have after 9...QN-Q2 10 P-B4, Q-Q3 11 B-N2, PxP 12 PxP.

The move 9...PxP is weaker unless Alekine replies with 10 KPxP. But he finds the strongest continuation.

10 BPxP P-QN3

This is the reason for 9...PxP, because 11...B-R3 is difficult to prevent.

11 B-B4 Q-B3



12 B-Q3 ....

White banks on his two bishops in allowing exchange of Queens, but loses time. A more logical continuation was 12 O-O, B-R3 13 N-K5, Q-B2 14 B-N2, QN-Q2 15 KR-B1!, KR-B1 16 Q-K2, BxB 17 RxB, Q-N2 18 NxN, NxN 19 R/1-QB1 or 14...BxB 15 QxB, QxQ 16 NxQ, N-B3 17 P-QR4 and Black's endgame is not easy.

Poor would be 12 Q-K2?, P-QN4; White also gets nothing from 12 Q-Q3, B-R3 13 BxB, NxB 14 O-O, Q-N2. After 12 B-Q3, it seems that Black has equal chances.

12 .... QxQ  
13 BxQ B-R3!

Of course! The bishop has a fine position.

14 N-K5 QN-Q2  
15 NxN ....

There is nothing better. 15 N-B6, B-N2 16 B-R4, P-



QR3 offers Black no danger.

15 .... NxN  
16 B-N2 QR-B1

Black not only leads White in development, but his pieces are better posted. However, the two bishops make it easy for White to draw.

17 QR-B1 KR-Q1  
18 P-B3 ....

Some commentators recommended 18 P-B4 here, but after 18...B-N2 19 K-B2, P-B4! gives a position where the knight and bishop are better than the two bishops.

18 .... P-K4!

By exchanging pawns in this way, he deprives White of any chances to play for a win. If now 19 PxP, then 19...NxP 20 BxN, B-Q6 with a draw. Black could play for attack by 19...N-B4, but 19 P-Q5, N-B4 20 R-Q1, P-B3 21 P-K4, B-B5 gives Black a solid advantage.

19 K-B2 PxP  
20 BxQP ....

After 20 PxP, N-K4! White has at best a draw.

20 .... N-B4  
21 KR-Q1 ....

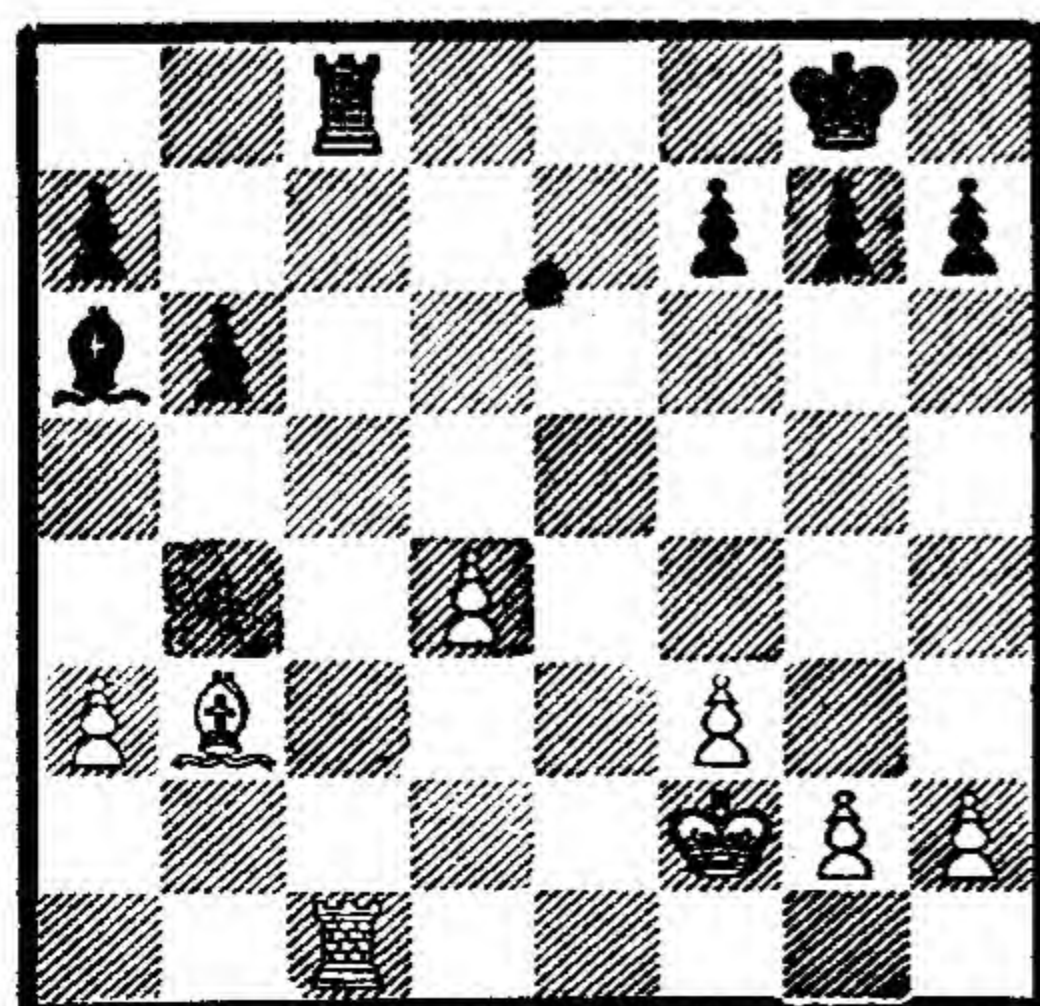
Besides this 21 B-B5, N-Q6ch 22 BxN, BxB gives White a draw without resorting to a combination.

21 .... N-K3  
22 B-N3 ....

White must give up the two bishops, for 22 B-N2, RxB ch! wins a piece.

22 .... RxR  
23 RxR NxR  
24 PxN R-QB1!

Of course not 24...RxP because of 25 R-B7. Now Alekine has a complicated choice. In case of 25 RxRch, BxR 26 K-K3, K-B1 27 K-K4, K-K2 Black's winning chances are not bad because of his advantage on the Queenside. Alekine avoids this by a combination.



25 R-Q1! R-B6  
Nothing comes of 25...K-B1 26 P-Q5, K-K2 27 P-Q6ch.

26 P-Q5 Draw

After 26...RxB 27 P-Q6, B-N4 28 P-Q7, BxP 29 RxB, P-N3 30 RxP; or 26 ...B-N4 27 P-Q6, B-Q2 28 B-R4, BxB 29 P-Q7, BxP 30 RxB, P-N3 31 RxP - also drawn.

But after 26...K-B1 27 P-Q6, K-K1 28 BxPch, K-Q1 (28...K-Q2 29 B-K6ch) the advantage is on White's side.

Score: Euwe 4½ - Alekine 7½

### GAME THIRTEEN SLAV DEFENSE

M. Euwe - A. Alekine

Played in Amsterdam, November 3 and 4

1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 N-KB3	N-KB3
4 N-B3	PxP
5 P-QR4	B-B4
6 P-K3	P-K3
7 BxP	QN-Q2
8 Q-K2	N-K5
9 O-O	B-QN5
10 B-Q3!	BxN
11 BxN	....

This position was reached in the ninth game of the match, where Euwe continued 11 PxP, NxQBP 12 Q-B2, BxB 13 QxB, N-Q4 14 B-R3, P-QR4 15 QR-N1, N-N5 16 BxN, PxP 17 RxP, but after 17...O-O! failed to get any real advantage.

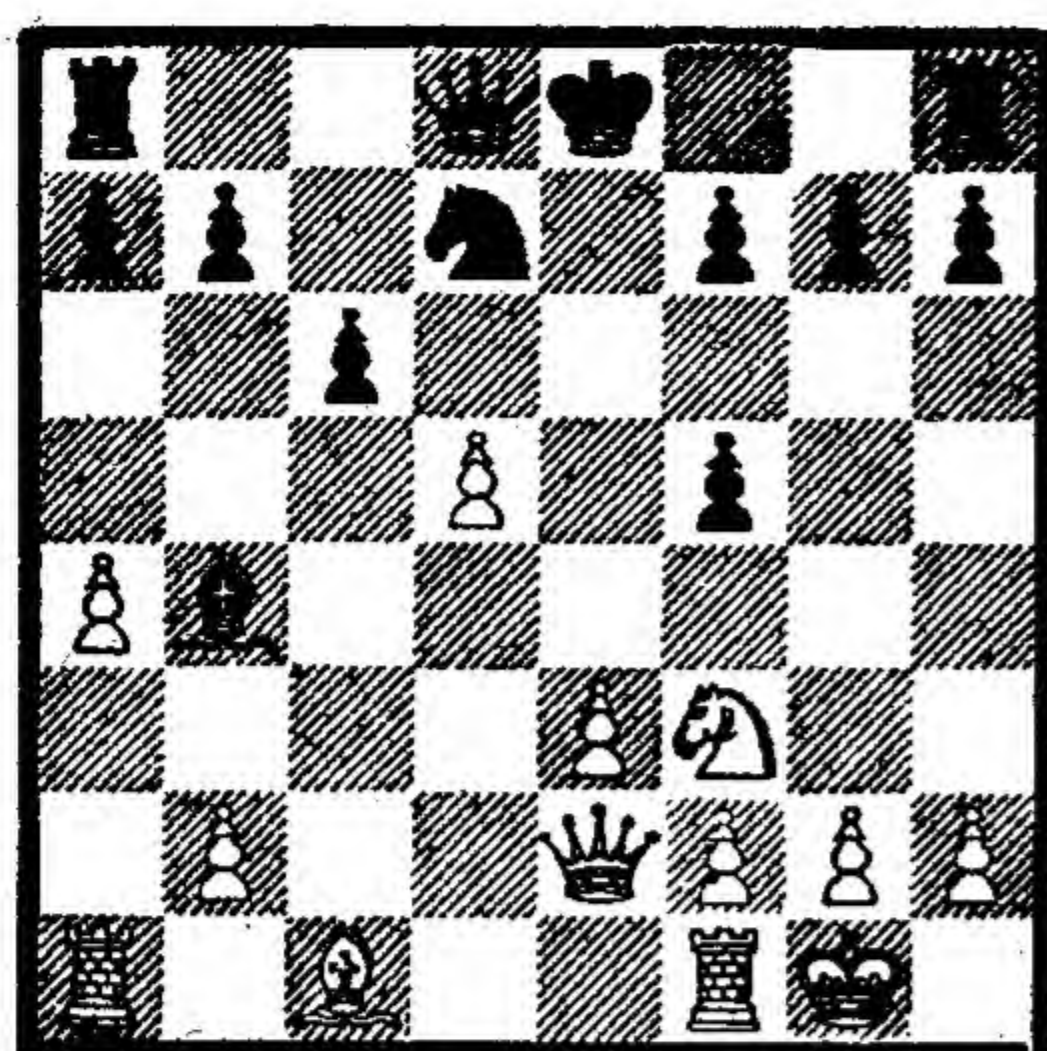
Now Black has a difficult choice. A bad position results after 11...BxP 12 QBxB (or 12 QxB), BxB 13 N-Q2, B-N3 14 B-R3, or 11...BxB 12 PxP, P-QB4 13 B-R3, O-O 14 PxP, R-K1 15 N-Q2, B-B3 16 N-B4.

It seems that Alekine chose the best move.

11 ....	B-QN5!
12 BxB	PxB
13 P-Q5!	....

See diagram at top of next column.





A natural way to play for the initiative. Black threatened 13...N-B3, getting control of his K5 and Q4. Now he must consider the threat of 14 PxP, PxP leaving him with a weak QBP.

Black could answer 13...P-B4, and after 14 B-Q2, BxB (or 14...Q-R4) 15 QxB, O-O, Black's position is not weak. White, true, has a passed pawn, but it would not be easy to exploit.

Alektine prefers to take the pawn, thinking that White will lose time in regaining it. However, Black will be left with weak pawns, and it will be difficult for him to castle.

13 ....	PxP
14 Q-N5	Q-R4
15 QxNP	R-QN1
16 Q-B6	Q-B4

Black could also try 16...R-Q1. On 17 R-Q1 follows 17...O-O, and it is easy to see that White cannot take the QP. But 17 N-Q4! gives Black a difficult position to defend.

17 N-Q4	....
---------	------

Natural and stronger was 17 N-K5, which is fully sound on 17...Q-Q3 18 P-B4, P-B3 19 QxQ, BxQ 20 N-B6, R-N2 21 R-Q1; Black's best is 17...R-Q1! though in this case after 18 R-Q1, O-O 19 QxQ (of course not 19 RxP, NxN), BxQ 20 N-Q3 (weaker is 20 N-B6, R-QB1 21 RxP, RxN 22 RxN, R-QN1), B-Q3 21 P-QN4! with an endgame clearly in White's favor.

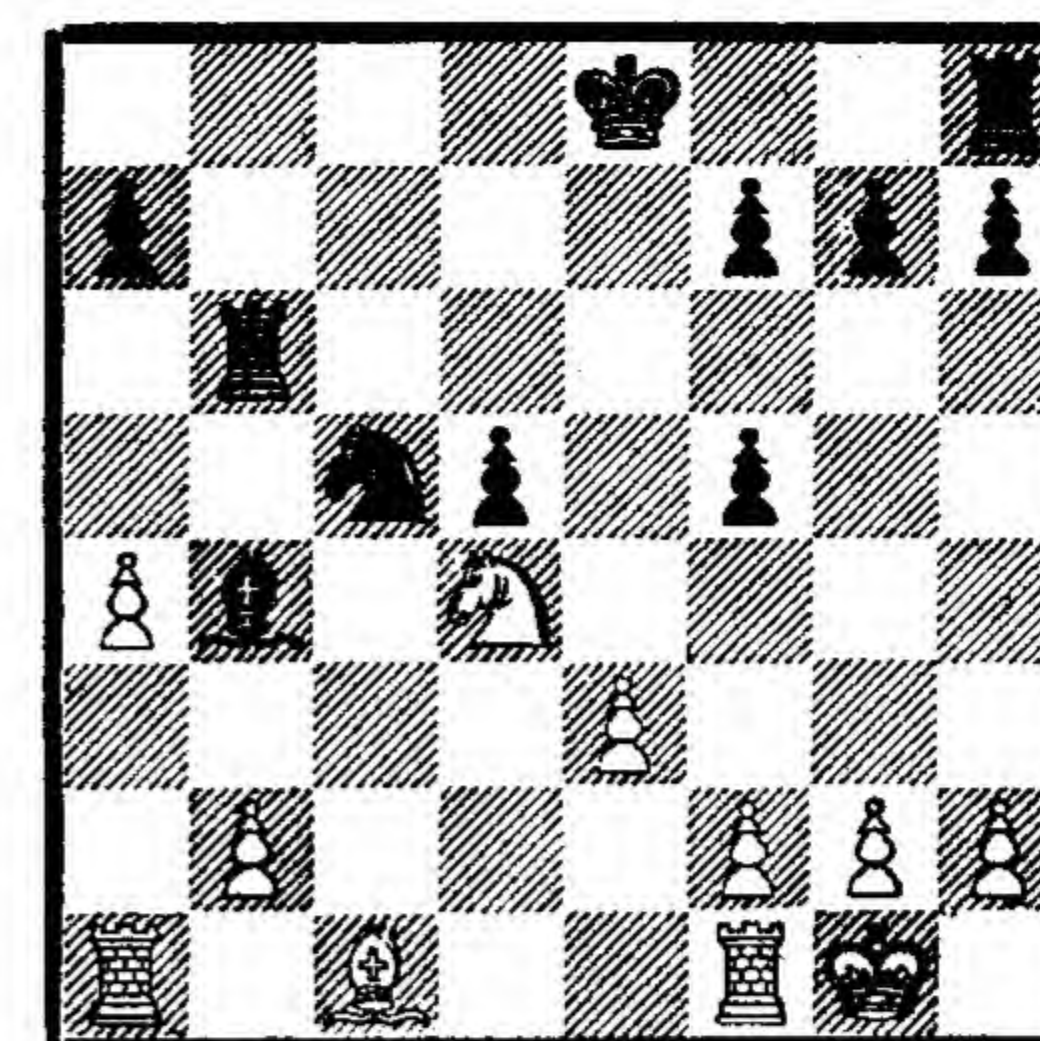
Euwe tries to provoke 17...P-N3, But Black finds an interesting pawn sacrifice instead.

17 ....	R-N3
---------	------

Forcing the exchange of Queens, for on 18 Q-R8ch follows 18...R-N1.

18 QxQ	NxQ
--------	-----

See diagram at top of next column.



It is clear that taking the pawn on K35 does not give White the advantage: in case of 19 NxP, N-N6 20 R-N1, P-N3 21 N-Q4, NxN 22 PxN, K-Q2 or 21 N-N3, K-K2 22 R-Q1, R-QB1 23 P-K4, NxB 24 R/NxN, RxR 25 RxR, B-Q3! 26 PxP, Black is down a pawn, but has full compensation in the more active position of his pieces.

Therefore, Euwe launches a sacrifice of two pawns aimed at developing his Queen bishop.

19 P-R5!	....
----------	------

To free R4 for the Rook.

19 ....	R-R3
---------	------

An accurate move. In winning both of White's Queenside pawns, he reduces White's winning chances to a minimum. The text is better than the passive 19...R-KB3 20 R-Q1! (not 20 N-N5, K-Q2!)

20 N-B2	BxP
---------	-----

This is the natural move. Poor was 20...N-Q6 21 R-Q1, NxB 22 NxB.

21 P-QN4	BxP
----------	-----

The correct continuation! White does not win a piece (22 RxR, NxR 23 NxB, NxN)

22 B-N2	....
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The point of the combination: Black loses his KNP.

22 ....	B-R4
---------	------

23 BxP	R-N1
--------	------

24 B-K5	....
---------	------

Sharp and accurate. If 24 B-Q4, then 24...R/3-KN3! 25 P-N3 (not good is 25 RxB, RxPch 26 K-R1, N-K5 or 25 BxN, RxPch 26 K-R1, B-B2 27 P-B4, RxN), B-N3 and White has gained but little.

24 ....	N-N6
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25 R-R4	....
---------	------

Of course not 25 R/R-QN1, N-Q7 26 R-N8ch, B-Q1 27 B-B7 (the threat was 27...N-B6ch), K-Q2.

In case of 25 R-R3, N-Q7 26 R/B-R1, N-B5 27 R-R4,



R/3-KN3 (or, according to I. Rabinovich, 27...NxB 28 RxB, RxR 29 RxR, N-B3 30 RxQP, K-K2 and Black has a dangerous passed QRP) 28 P-N3, B-N3 White, clearly, has no real advantage.

25 .... R/3-KN3  
26 B-N3 ....

Most of the commentators criticized Euwe for this move, and it seems to me to be a blunder. But after the more natural 26 P-N3, B-N3 27 R-Q1, R-QB3 28 N-Q4, R-B5, how could Black lose?

26 .... B-N3  
27 R-KB4 ....

Played for defense (to the threat of 27...P-Q5 28 PxP, P-B5) and attack on the KBP.

27 .... P-KR4

Very good. If White plays 28 RxP, then after 28...P-R5 29 BxP, RxPch 30 K-R1, R/7-N5! 31 R-K5ch, K-Q2 32 B-N3, R/5-N4 Black cannot lose. Therefore, White decides to stop the KRP.

28 R-KR4 P-R4!

Only this active defense saves Black. Bad was 28...R-N4 29 R-N1, N-B4 30 R-Q1, The text prepares 29...R-QB3 by preventing 30 N-N4.

White has nothing better than to take the KRP, for on 29 R-N1 (to get the Black knight away from control of his Q4) 29...N-Q7 30 R-Q1, N-K5, and unpromising for White is 31 RxRP, P-B5 32 PxP, BxPch or 31 RxQP, R-QB3.

29 RxP R-QB3  
30 N-R3 P-Q5!

A good idea! Black exchanges off his weak pawn.

31 PxP ....

After this Black has a small advantage. Euwe, apparently, thought he had the better game, or he would have played for a draw by 31 RxP, PxP (31...P-Q6 32 R-Q5, P-Q7 33 N-N1) 32 PxP, BxPch 33 B-B2! with an equal ending.

Now the Black knight gets a strong position in the center of the board, and the Black pieces stand more actively.

31 .... NxP  
32 R-K1ch K-Q2  
33 K-B1 R-B6

Black gets his rook to the seventh rank.

34 N-N1 R-B7  
35 R-Q1 K-B3  
36 R-R6ch R-N3

Stronger was 36...N-K3! and on 37 R-B6, continuing 37...P-B5 38 B-R4, R-R1. If 37 N-R3 Black has at least a draw by 37...R-B6 38 N-N1, R-B7. Now White gets a rook on the back rank, but it is not an active piece.

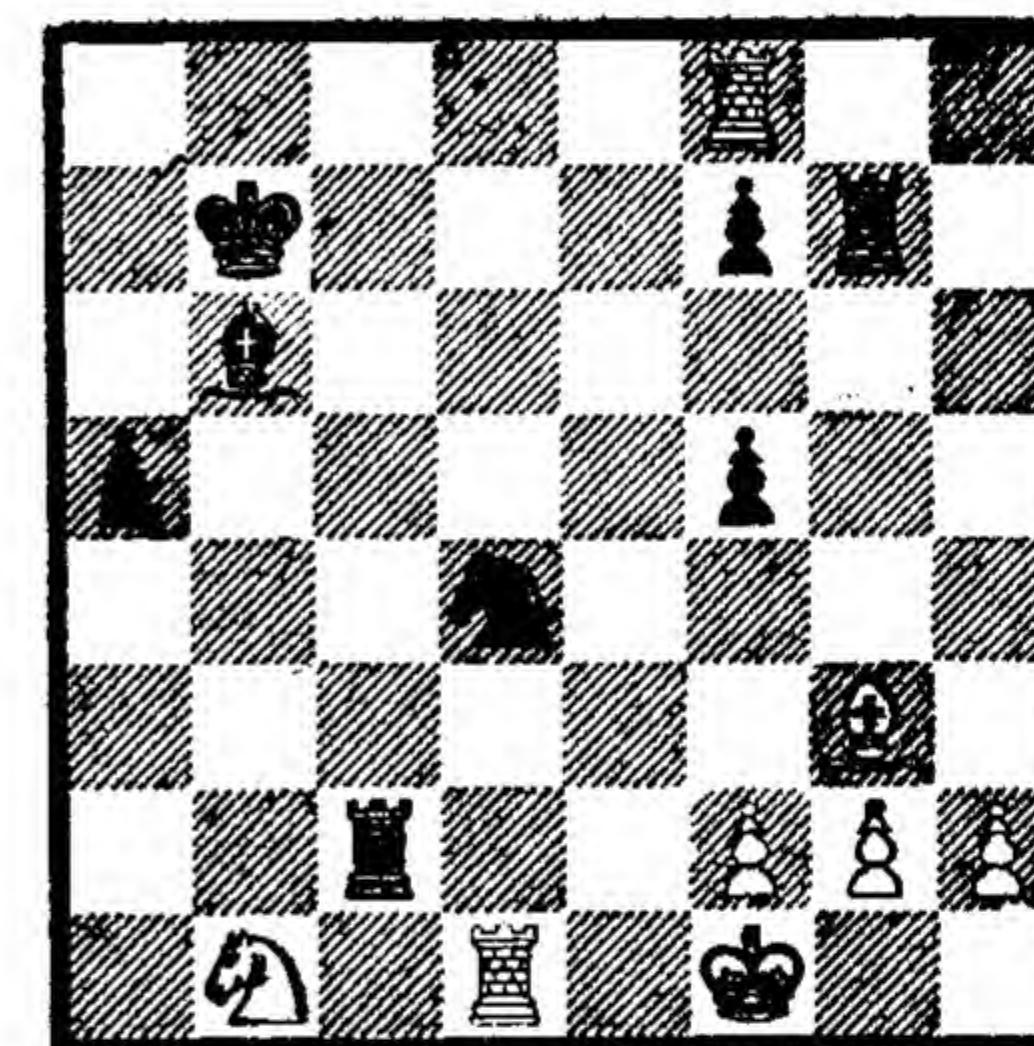
37 R-R8 K-N2

Defending the check on QB8.

38 R-KB8 R-N2?

Falling into a combination. Black has a fully satisfactory defense in the move 38...P-B3, or could continue 38...R/3-QB3! after 39 RxPch, K-R3 40 B-K5, R-B8 41 K-K1, P-R5! 42 BxN, BxB 43 RxP, P-R6!! and Black wins.

Better was 40 R-K7, but in this case, Black, in spite of his pawn minus, has good chances for equality.



39 B-K5 N-B6

Of this, Alekine wrote "White is threatened with mate in two moves, but has a 'combination' with two points". The sharp 40 R-Q7ch, K-B3 41 R-Q6ch, K-N2 42 RxBch, KxR 43 BxR! and White has an extra piece. (According to G. Y. Levenfisch). Euwe chooses the second point-White gets an extra pawn.

40 R-N8ch K-R2  
41 R-Q7ch B-B2!

Playing this way, Black loses only a pawn, on 41...K-R3 42 R-R8ch, K-N4 43 N-R3ch he loses the exchange. On White's next move, the natural 42 BxB, RxB 43 R/8-Q8, NxPch 44 K-N1, N-B6ch does not lead to a win.

42 RxBch KxR  
43 RxRch NxB  
44 R-B5 ....

Winning a pawn.

44 .... P-B3  
45 RxP R-QB2



46 N-Q2 R-B7

47 R-Q5 ....

To realize his extra pawn, White must keep the Black King away from the Kingside.

47 .... K-B2

48 K-K2 R-N7

49 P-R3 K-B3

50 R-Q4 K-B4

51 K-K3 N-N3

To threaten 52...P-B5ch 53 K-K4, P-B4ch.

52 R-Q8 N-K2

53 K-Q3 ....

Correct was 53 R-Q3.

53 .... R-N2

Poor! On 53...N-B3! 54 R-KB8 (54 R-QB8, K-Q4) N-N5 ch 55 K-K2, N-Q4 and Black's position is solid.

54 K-K3 R-N7

55 R-Q3 N-Q4ch

56 K-B3 N-N5

57 R-B3ch K-Q5

58 R-N3 RxR

Poor also was 58...RxN 59 RxNch and Black cannot hold the endgame, but it offered a better chance than the ending with knights.

59 NxRch K-K4

60 P-N3 N-B3

61 P-R4 N-Q1

62 N-B5 N-B2

63 N-Q3ch K-Q5

64 N-K1 ....

Even better was 64 K-B4, KxN 65 KxP, K-K7 66 KxP and the White pawns cannot be stopped.

64 .... K-K4

65 N-Q3ch K-K3

66 K-B4 N-Q3

67 N-B5ch K-B2

68 N-N3 Black Resigns

White wins the KBP. A very complicated game, in spite of the early exchange of Queens. The play in this game reminds one of the games of Emmanuel Lasker.

Score: Euwe 5½ - Alekine 7½

# GAME FOURTEEN

## CATALAN OPENING

A. Alekine - M. Euwe

Played in Tsolle and Amsterdam, November 6th & 7th

1 P-Q4 N-KB3

2 P-QB4 P-K3

3 P-KN3 ....

This line has become popular as recently as the 10th USSR Championship in Tbilisi.

Euwe plays a very sharp defense, in which Black has good chances for equal play. The order of moves in the text is designed to hinder the development of the Black QB to N2, which is possible on 3 N-KB3, P-QN3 4 P-KN3, B-N2.

3 .... P-Q4

4 N-KB3 PxP

5 Q-R4ch QN-Q2

6 QxBP ....

White gets nothing special with this move. In the sixteenth game, Alekine played this opening more forcefully.

6 .... P-B4

By transposition of moves the position is the same as the game Botvinnik-Lasker (Moscow, 1935), in which White continued 7 PxP, BxP 8 B-N2 and obtained no advantage.

7 B-N2 N-N3

8 Q-Q3 PxP

9 O-O ....

White is not worried about retaking the pawn, as on 9...B-B4 10 R-Q1 it cannot be held.

9 .... B-K2

10 NxP O-O

Not good was 10...P-K4 11 Q-N5ch, QN-Q2 (11...B-Q2 12 QxKP) 12 N-B5 etc.

11 N-QB3 ....

This is the most active move. After 11 R-Q1, P-K4 12 N-B5?, BxN White loses a piece.

11 .... P-K4

A natural attempt to free his position.

12 N-B5 B-N5

Again the most natural move (not 12...QxQ 13 NxBch) Now Black threatens 13...QxQ winning the knight, so White must lose time.

13 Q-B2 KBxN!



This is an accurate move, for the QN is White's most active piece. Besides that, the capture will disrupt White's Q-side pawns. In case of 13...Q-B2 14 B-Q2, N/N-Q4 15 KR-B1!, NxN 16 BxN, BxB 17 QxB, QxQ 18 N-K7ch, K-R1 19 RxQ White has the better endgame.

14 PxB BxN  
Besides this, Black could play 14...Q-B2 15 B-N5, N/B-Q4 16 QR-B1, P-B3 17 B-Q2, B-K3 with an equal game.

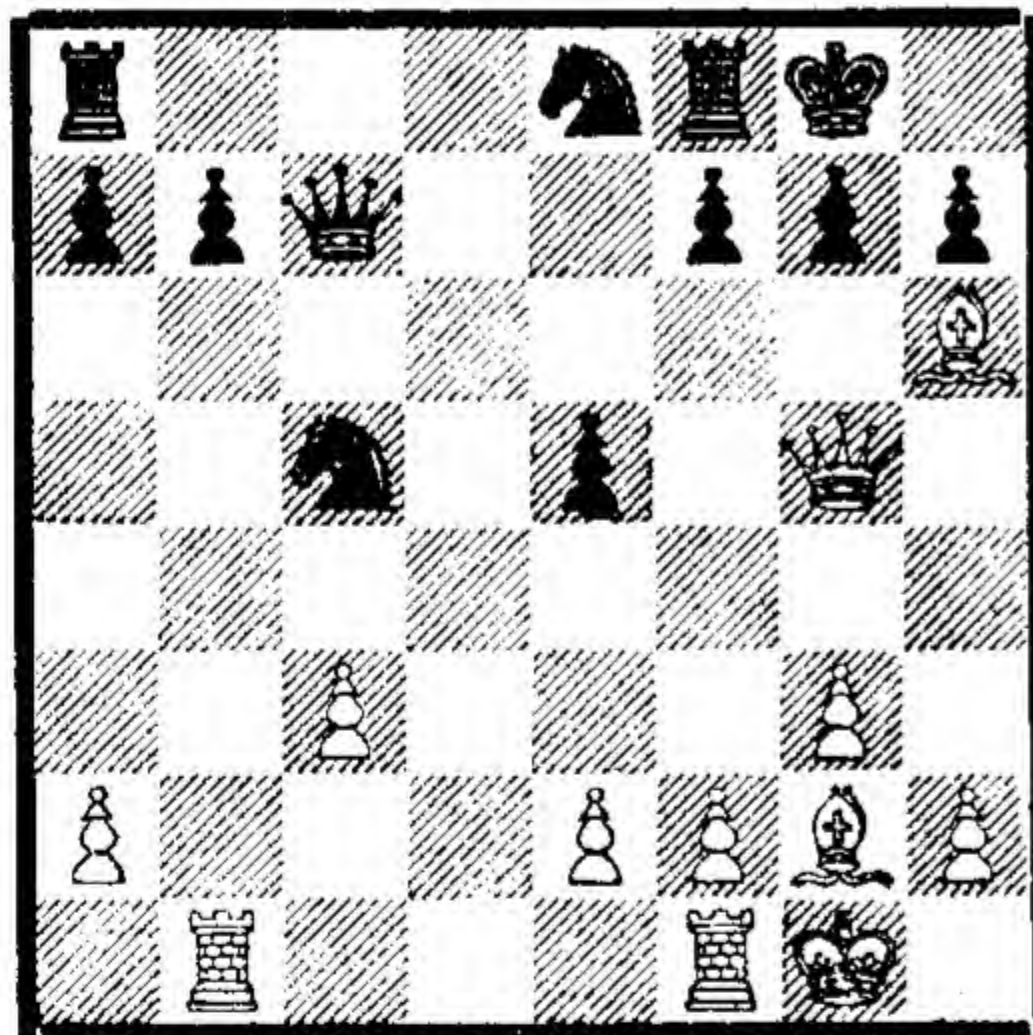
15 QxB Q-B2  
16 B-R6 ....  
This move does not lose the game, but the only correct move was 16 B-N5, N/B-Q4 17 B-K4, P-N3 18 Q-B3, attacking the weak Black Kingside.

16 .... N/N-Q2  
Threatened was 17 BxKNP, KxB 18 Q-N5ch.  
17 Q-N5 ....

White continues to attack. He has foreseen a way to rescue his bishop.

17 .... N-K1  
18 QR-N1 ....  
No better was 18 B-K4, K-R1 19 Q-B5, N/2-B3 20 B-N5, N-Q3.

18 .... N-B4



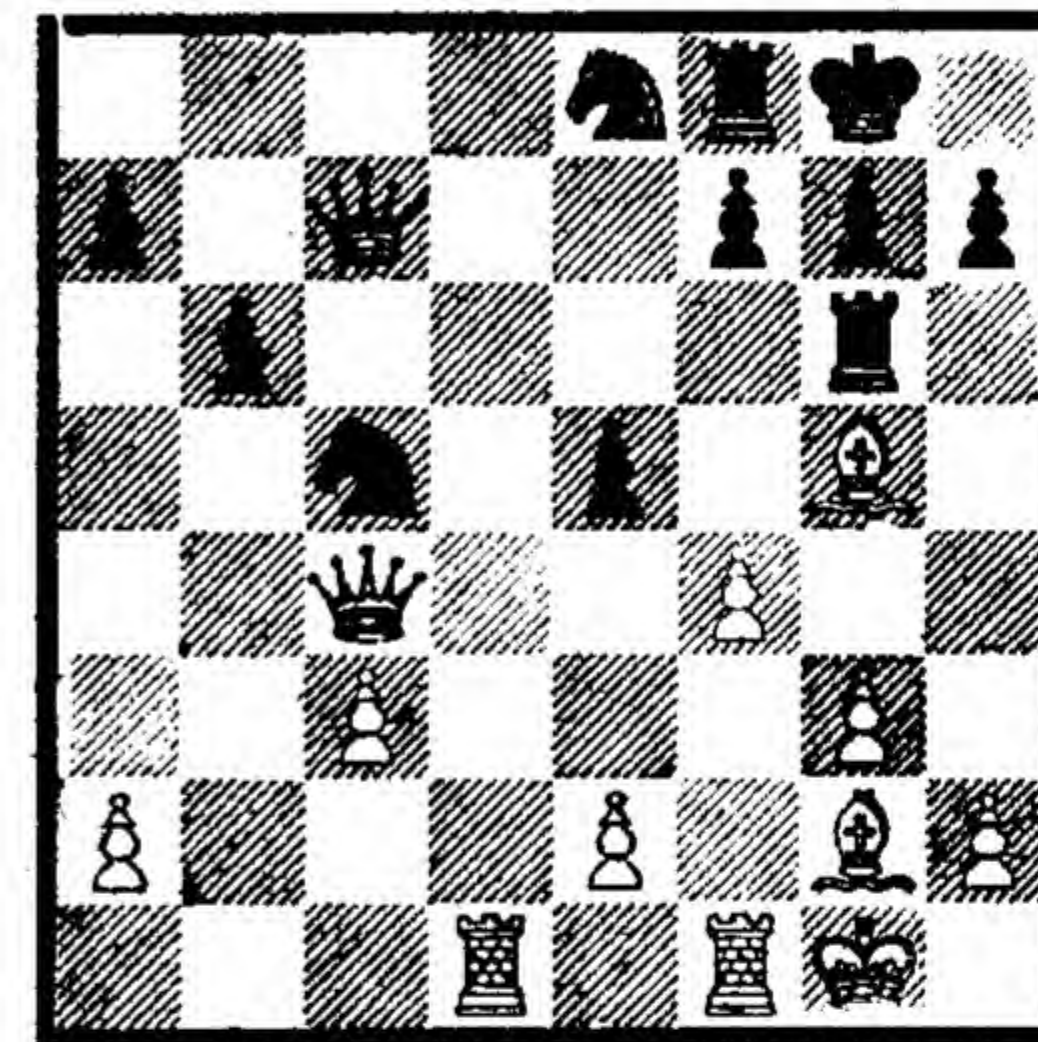
Euwe decides to enter into complications-and danger. After 18...N-N3! (Bad is 18...R-N1 19 KR-Q1, N-N3 20 B-K4, P-B3 21 Q-B5!, PxB 22 RxN! with threat of R-Q7) 19 B-K4, P-B3 20 Q-N4, P-B4 21 BxP, N-B3 22 Q-N5, K-R1 or 19 P-QB4, QxP 20 Q-B5 (after 20 BxQNP, R-N1 there is no defense to ...Q-K3) PxB 21 B-K4, N-B3! White loses a piece. Only after 19 P-QR4, P-B3 20 Q-B5 (20 Q-N4, P-B4 21 Q-N5, R-N1 22 P-R5, N-B1 loses a piece) 20...N-Q3! 21 Q-K6ch, K-R1 22 P-R5, N/N-B5 23 B-B1, NxP White saves the piece, but has lost a

pawn with a poor position.

19 Q-N4 ....  
Of course! Now on 19...P-B4 follows 20 Q-B4ch and the bishop escapes.

19 .... R-Q1  
20 B-N5 R-Q3  
21 Q-QB4 P-QN3  
22 P-B4 ....  
With this move White enters a new adventure! (The bishop is alive on KN5!). The natural continuation 22 B-K3, N-B3 23 P-QR4 (23 BxN, N-Q2 24 BxR, QxQ 25 BxR, NxR leads to equal play) with a following P-R5 and White has the initiative.

22 .... R-N3!  
23 QR-Q1 ....  
A natural move. Black threatened 23...P-KR3 24 B-R4, N-Q3 25 Q-Q5, N-B4 with a following ...NxR. Now on 23...P-KR3 24 B-Q8, N-Q3 25 BxQ, NxQ 25 P-B5 White has the better ending.



23 .... P-K5?

Black weakens his position, by 23...N-Q3! 24 Q-Q5, N-B4 25 B-Q8 (in case of 25 Q-Q2, R-Q3 26 O-B1, RxR 27 RxR, P-KR3 White loses at least a pawn) Q-N1! 26 QxKP, QxQ 27 PxQ, N-K6 or 25 K-B2, R-K1! (Threat ...R-Q3) 26 Q-Q8, RxQ 27 RxRch, QxR 28 BxQ, PxP! ( 29 PxP, RxBch 30 KxR, N-K6ch 31 K-B2, NxR 32 KxN, N-K5) , or 25 Q-Q8, QxQ! 26 BxQ ( 26 RxQ, P-KR3 27 RxRch, KxR 28 B-Q8, N-K6 29 R-B3, PxP 30 RxP, NxR 31 KxN, N-K3) , PxP 27 RxP, N-K6 28 R-Q2, NxR 29 KxN, N-K3.

In these variations, Black has the advantage. Two knights are stronger than two bishops! Chigorin would have enjoyed such a position.

In the text move, Black "tempts" his opponent to 24 BxP?, N-Q3 25 RxN, RxR and Black has won the ex-



change.

24 B-R4! P-QN4

Hoping for 25 QxNP, N-Q3 26 Q-N4, R-N1 27 Q-R3, N-B5 etc.. None the less, this move is clearly the decisive error. Now the knight is insecure on QB4 and the Queenside pawns are weak. After 24...N-Q3 25 Q-Q5, N-N4 26 R-B1, ( 26 P-B5, R-Q3 27 Q-B4, N-R6 28 Q-N4, N-B7) R-Q3 27 Q-B4 Black stands worse, but much better than after the move in the game.

25 Q-N4 P-QR4

26 Q-R3 P-B4

Black defends the threat of P-B5, but now White seizes the Queen file. No better was 26...N-Q3 27 R-Q5, R-B1 28 P-B5, N-B5? 29 QxN.

27 B-Q8 Q-R2

28 K-R1 R-QR3

29 R-Q5 N-K3

30 R/1-Q1 .....

With the threat of 31 R-Q7.

30 ..... NxB

31 RxN Q-KB2

32 R/1-Q5 .....

The QNP cannot be held.

32 ..... R-QB3

33 RxNP Q-B5

Black, of course, saw White's answer, but is unable to find anything better.

34 RxBP R/3-B3

Or 34...RxR 35 RxNch, K-B2 36 Q-K7ch, K-N3 37 BxP.

35 RxR PxR

36 R-Q4 .....

Also good was 36 Q-N3.

36 ..... QxKP

37 Q-N3ch K-R1

38 RxP Q-Q7

39 Q-N1 QxQBP

40 Q-K1 QxQch

Forced, for Black cannot defend both the knight and the QRP.

41 RxQ N-Q3

42 B-B6 R-QN1

After 42...R-QB1 43 B-R4, K-N2 44 K-N2 White also wins.

43 R-K6 R-N8ch

44 K-N2 R-N7ch

45 K-R3 N-B4

46 RxP N-K2

47 B-K4 K-N2

48 R-K6 K-B2

49 R-KR6 RxQRP

50 RxPch K-B3

51 R-R6ch K-B2

52 R-R6 Resigns

Score: Euwe 5½ - Alekine 8½

## GAME FIFTEEN

### SLAV DEFENSE

M. Euwe - A. Alekine

Played in Rotterdam, November 9 & 10

1 P-Q4 P-Q4

2 P-QB4 P-QB3

3 N-KB3 N-KB3

4 N-B3 PxP

5 P-QR4 B-B4

6 P-K3 P-K3

7 BxP B-QN5

8 O-O QN-Q2

Alekine has not used this move in the return match, but has had satisfactory results in the openings. In the Seventeenth Game Alekine played 8...O-O but after 9 Q-K2, N-K5 10 B-Q3!, BxN 11 PxP, NxB 12 Q-B2 White got control of his K4 and good play for the pawn.

9 Q-K2 B-N3

White threatened to continue P-K4, which in some match games Alekine prevented by playing 9...N-K5. This, however, Euwe met by 10 B-Q3!, BxN 11 BxN, B-QN5 12 BxN, PxP 13 P-Q5! (Game 13). The text also prevents P-K4, on which follows 10...BxN 11 PxP, NxB and White has insufficient compensation for the pawn.

10 B-Q3 BxB

11 QxB O-O

Now 12 P-K4 is not playable because of 12...BxN 13 PxP, N-B4. After the next move Black can no longer prevent P-K4.

12 R-Q1 Q-K2

13 P-K4 P-K4

Black's natural counter-stroke in this position.

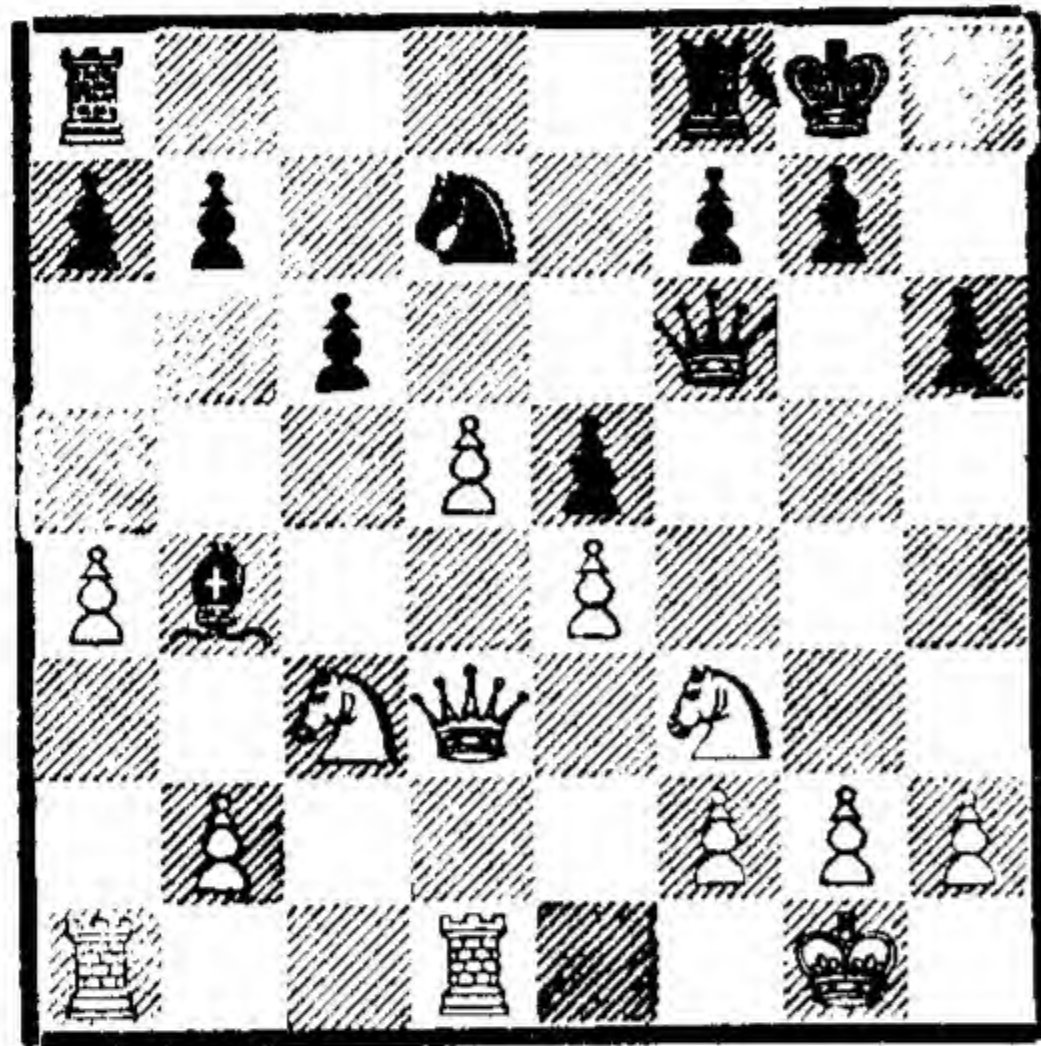
14 B-N5 P-KR3

After 15 B-R4 Black can play 15...KR-Q1, therefore White exchanges on B6, to gain time.



15 BxN            QxB  
16 P-Q5           ....

Now the opening struggle is over. White has a minimal, but sure advantage. After an exchange of pawns on QB6 the Black QB-Pawn will be weak, but will defend Black's Q4.



16 ....           KR-Q1

Defending the threat of 17 PxP.

17 PxP           ....

White continues with the pawn exchange. 17 P-R5 seems strong, preventing ...P-QR4 and threatening Q-B4 or P-R6; for example: 17 P-R5, N-B1 18 P-R6, QR-N1 19 RPxP, RxP 20 R-R6 etc.

17 ....           PxP

18 N-R2           ....

And now 18 P-R5 to cover the ON6 square is not bad, as then it is not easy for Black to defend his QRP and QBP. Euwe is not concerned with that, but with advancing his QNP.

18 ....           B-K2

To defend the rook.

19 P-QN4           P-QR4

Black cannot allow 20 P-R5, fixing the Black pawns and stranding the knight. Now if 20 PxP, RxP 21 N-B3, N-N3 22 Q-B2, RxRch 23 QxR, B-N5 Black has an equal game.

White could attempt to get control of his O5 by 20 P-N5. But after 20...N-N3! (20...PxP 21 Oxp!) 21 O-N3, P-B4! 22 N-B3, P-B5 23 Q-B2, B-N5, the position is also not dangerous for Black. Therefore, Euwe leaves Black to play ...PxP, hoping to get his knight to QB6.

20 Q-B3           PxP  
21 NxNP           N-B4

Black seizes his chance for counterplay, attacking

both QRP and KP.

22 RxRch           RxR

23 Q-B4           ....

The best way to keep some winning chances. With 23 QxP, N-N6 24 OxQ, PxQ 25 NxP, NxR 26 NxBch, K-B1 27 N-Q5, P-B4 Black wins. On 23 O-B2 very strong is 23...Q-K3! (Not 23...NxKP? 24 NxBP! and White wins) threatening ...N-N6.

23 ....           NxKP!

A very good combination, based on the undefended White Queen Rook. If 24 QxN, then 24 ... BxN 25 QxB, P-K5 regaining the piece.

If in this variation White does not take the bishop, but plays 25 QxKP, then after 25...B-B6 (with 25...QxQ 26 NxQ, B-B6 27 NxQBP, R-Q3 28 N-K7ch K-B1 29 N-B5 White keeps an extra pawn) 26 QxQ, BxQ 27 R-QB1, B-N7 Black has an equal endgame.

Thus White has only the continuation in the game, which gives him no advantage.

24 NxQBP           N-Q7

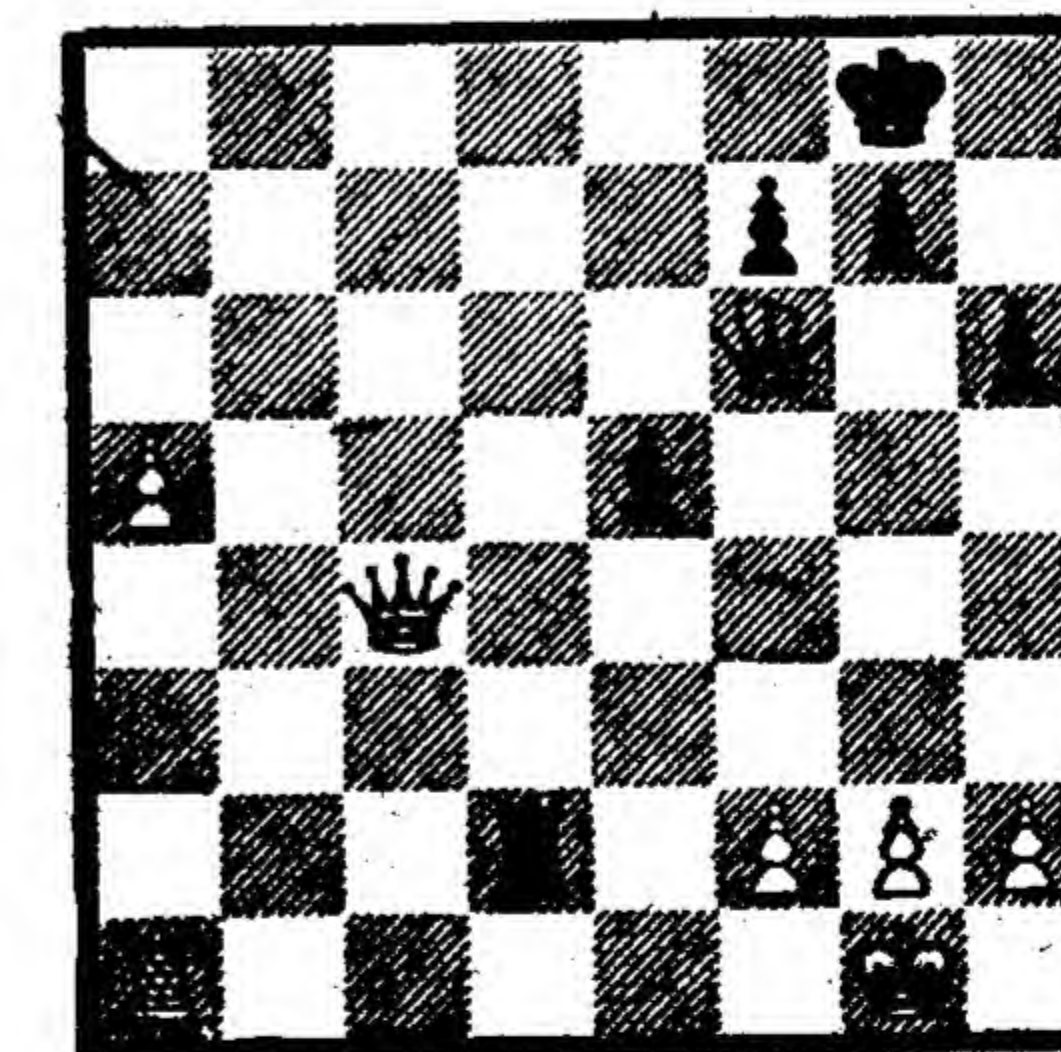
The point which prevents White from taking the Rook.

25 NxN           RxN

26 NxBch           ....

Best. After 26 R-KB1, B-B1 27 P-R5, R-Q3 28 R-B1, R-Q7 White must return the Rook to KB1.

26 ....           QxN  
27 P-R5           Q-B3!



A fine defense. Alekine sees that in spite of the passed QRP, Black has the advantage. Black's attack on the King has three points: 1) to force the White Rook to KB1 (not good is 28 P-B3, P-K5! or 28 Q-B1, P-K5 with threat of ...RxP or 28 Q-B5, P-K5 29 R-K1, R-R7); 2) to place his Queen on Q1, so as to answer a later R-R1 by ...R-Q8ch, and 3) to place the



Black Queen and Rook in position to attack the QRP.

28 R-KB1 Q-Q1

29 P-R6 R-Q5

Now the White Queen must move to the Rook's file.

If 30 Q-B3, then 30...R-QR5 31 Q-B6 (31 R-R1, RxP)

31...Q-R4.

30 Q-R2 ....

White must get the Black KP for his QRP, but Euwe does not succeed in doing that.

30 .... R-Q4

Recall the third point of Black's 27th move: 31 R-R1 is impossible because of mate.

31 Q-B4 R-R4

32 R-N1 ....

So! Now White loses the pawn without compensation. He draws after 32 Q-B6, Q-Q6 33 Q-K8ch, or 32 P-R3, Q-R1 33 R-K1, for White gets the KP for his QRP.

32 .... Q-R1

33 Q-B7 ....

Besides this, White could exchange by 33 P-R3, RxP 34 R-N8ch, QxR 35 QxR. Euwe plays to attack the Black King, but gets nowhere.

33 .... QxRP

34 R-N8ch K-R2

35 P-R3 R-R8ch

36 K-R2 Q-KB3

37 Q-B2ch P-N3

38 R-N3 ....

Defending the threat of 38...Q-B5ch 39 P-N3, Q-B6 40 R-N1, RxR 41 QxR, QxBPch, etc.

38 .... Q-B5ch

39 P-N3 Q-QR5

40 Q-Q3 ....

Defending against 40...R-R7. Alekine wants to exchange Queens or Rooks. In the ensuing endgame White should draw by correct defense. There followed:

40 .... R-R7

41 K-N2 Q-R2

42 Q-K3 Q-B2

43 Q-KB3 K-N2

44 Q-Q5 R-R4

45 R-N5 ....

Exchanging Rooks now is safe.

45 .... RxR

46 QxR Q-B6

47 Q-K8 Q-Q5

48 Q-B6 Q-Q6

49 Q-B5 Q-K5ch

50 K-N1 P-N4

51 P-N4 Q-Q5

52 Q-B2 Q-KB5

53 K-N2 P-R4

54 PxP K-R3

55 Q-Q1 P-K5

56 Q-Q4 Q-B6ch

57 K-N1 KxP

58 Q-R8ch K-N3

59 Q-N8ch K-B3

60 Q-Q8ch K-B4

61 Q-B8ch K-K4

62 Q-N8ch Draw

Score: Euwe 6 - Alekine 9

#### GAME SIXTEEN

#### CATALAN OPENING

A. Alekine - M. Euwe

Played in Rotterdam, November 11 and 12

1 P-Q4 N-KB3

2 P-QB4 P-K3

3 P-KN3 P-Q4

4 B-N2 ....

This is more solid than 4 N-KB3, on which by 4... PxP 5 Q-R4ch, Q-Q2 6 QxBP, Q-B3 Black forces exchange of Queens, though this does not solve all of his problems.

4 .... PxP

5 Q-R4ch QN-Q2

6 N-QB3 ....

Alekine plays the opening better than in Game 14, where he played 6 QxBP. Now Black's best defense is 6...P-B4 7 N-KB3, B-K2! 8 QxBP (or 8 O-O, P-QN4 9 NxP, N-N3 10 N-B7 dbl.ch., K-B1 11 Q-B6, R-N1) P-QN4 9 Q-Q3, B-N2 with equal chances.

6 .... P-B4

7 N-B3 P-QR3

Intending to fianchetto the QB.

8 O-O B-K2

Only now White captures on QB5, to save a tempo.

9 PxP BxP

Else 10 P-B6.



10 QxBP P-QN4  
 11 Q-KR4 B-N2  
 12 B-N5 O-O

In the opening White has failed to get a positional advantage, but Black has lost two tempi in developing. It is not easy for White to capitalize on this. For example: 13 N-K5 is easily met by 13...Q-B2! (not 13...BxB 14 NxN, QxN 15 BxN, BxR? 16 Q-N5).

Therefore, White tries to exert pressure with his Rook.

13 QR-Q1 ....

If 13 KR-Q1, then 13...Q-N3 and the threat on the KBP wins Black time for development.

13 .... Q-B2

On 13...Q-N3 very strong was 14 P-K4!, P-K4 15 B-R3. Now 14 P-K4 is not so strong, as the knight on Q2 is defended.

14 R-QB1 Q-N3

The threat was 15 P-QN4. On 14...Q-R4 would follow 15 P-QR3, P-N5 16 PxP, QxP 17 N-R4! clearly favoring White.

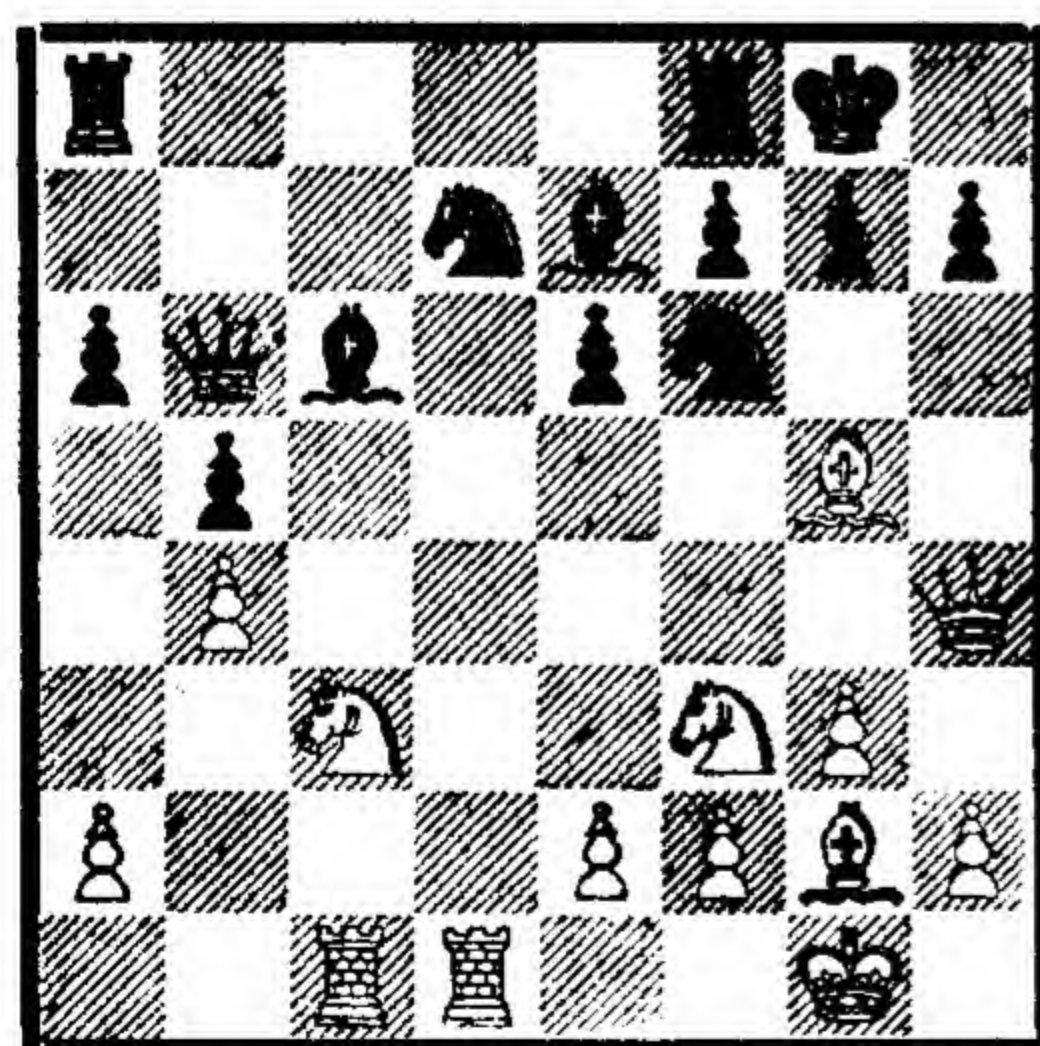
15 P-QN4 ....

With the Rook on QB1, 15 P-K4 is not dangerous for Black, as White cannot yet bring the other Rook into play.

15 .... B-K2

Or 15...B-Q3 16 KR-Q1, and 17 B-K3 is a threat.

16 KR-Q1 B-B3



There is no better defense to the threat of 17 RxN. For the next two moves White tries to exploit the position without success. Nevertheless, Black's position is not completely solid. If White plays 17 RxN, BxR 18 N-K5, then 18...Q-B2! (poor is

18...QR-Q1 19 N-K4, NxN 20 BxN, P-B4 21 BxB, PxB 22 BxR/B, RxB 23 R-B5!) with equal chances.

17 B-K3 Q-N2!

A beautiful defense. A blunder was 17...Q-N1 19 N-N5!, BxB 19 RxN and wins. Not good was 17...Q-B2 18 N-N1 and Black's defense is difficult; for example 18...Q-N2 19 RxN, BxR 20 N-K5, N-Q4 21 QxB, or 18...N-Q4 19 B-N5, P-B3 20 Q-R3, Q-Q3 21 B-B4, P-K4 22 NxKP, PxP 23 RxB, NxP 24 QxN, NxKPch 25 K-B1, etc..

18 RxN ....

As a result of this effective combination, White wins a pawn, but allows Black to equalize the chances.

18 .... BxR

Natural. On 18...QxR follows 19 N-K5.

19 N-N5 ....

White gets nothing from 19 N-K5, Q-B2!, and if 20 N-Q5, then 20...NxN! (20...QxN 21 NxPch, K-R1 22 B-Q4! and QxN) 21 RxQ, BxQ 22 BxN, PxP 23 NxP, B-Q1! in Black's favor.

19 .... Q-N1

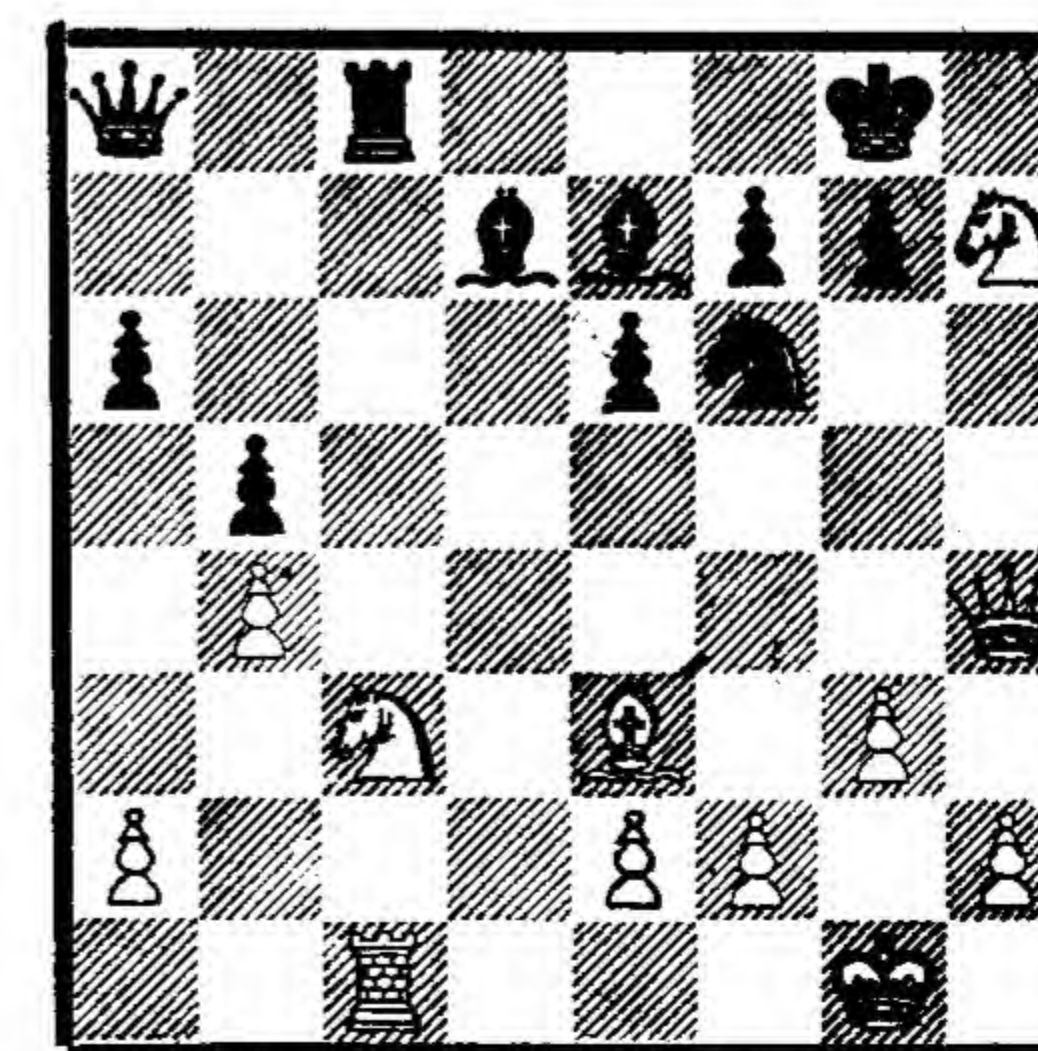
20 BxR ....

This move is not forced; if 20 NxRP, then 20...R-B1 21 N-N5, B-B3. If 20 B-B5, then 20...BxB 21 N/3-K4, BxPch 22 K-B1, P-R3 23 NxNch, PxN 24 QxP with a perpetual check.

20 .... QxB

21 NxRP R-B1!

Of course, poor was 21...N-Q4. There follows 22 B-N5, P-B3 23 NxR and wins; or 21...NxN 22 QxB and White, besides the extra pawn, has positional advantage.



22 N-N5 ....



The logical continuation of the attack was 22 B-B5! BxB 23 NxNch, PxN 24 PxB, RxP 25 QxBP, Q-QB1! (bad is 25...P-N5 26 R-Q1!, RxN 27 Q-N5ch and RxB) 26 P-QR3, P-R4 27 Q-Q4, P-K4 28 Q-Q2, B-K3, though in this case Black has solid counterchances.

22 .... R-B5

Only a loss of time, for Euwe should play 22...P-K4!, holding his position in the center. For example: 23 N/3-K4, RxRch 24 BxR, B-KB4! 25 NxNch, BxN with equal play.

23 N/3-K4! RxRch

After 23...RxN 24 NxR, QxN 25 QxQ, NxQ 26 R-B7, N-B3 27 B-N5 Black loses even the QRP.

24 BxR Q-Q4

Defending the threat of 25 NxNch, BxN 26 Q-R7ch, K-B1 27 Q-R8ch and 28 QxQ.

25 N-QB3 Q-K4

Both opponents overlooked - here and on the next move - 26 Q-R8ch, KxQ 27 NxPch, K-N1 28 NxQ.

Black should play 25...Q-B3 26 B-N2, P-K4! etc.

26 B-N2 B-B3

27 P-QR3 B-Q3

Finally Black notes the threat of Q-R8ch.

28 P-K3 ....

He could play 28 Q-KB4 to exchange Queens. On the immediate 28 P-K4 follows 28...Q-Q5.

28 .... Q-KB4

29 P-K4 ....

Played hoping for 29...Q-K4 on which 30 N-Q1 wins the Queen.

29 .... Q-N3

30 P-B3 N-Q2

31 N-R3 P-B3

32 N-B4 Q-B2

33 Q-N4 ....

The best move to exchange Queens was 33 Q-R5, though in this case Black has good drawing chances. Now Black forces exchange of pawns and gets the better endgame.

33 .... N-K4

34 QxKP NxPch

35 K-B2 QxQ

36 NxQ N-Q7

37 N-Q4 ....

Black even has winning chances after 37 N-B5, BxN 38 PxP, N-N6 39 K-K3, but the move 37 N-Q4 leads to an inferior endgame.

37 .... NxPch

38 NxN BxN

Black has the advantage of the two bishops. White has the initiative and a more active King, thus Black's winning chances are minimal.

39 K-K3 B-N2

Black posts the bishop so as to defend the weak QRP.

40 N-B5 B-B2

41 B-Q4 K-B2

42 B-B5! K-N3

Black does not make the most of his chances, for the King does not stand well on N3. Correct was 42...B-R1! 43 B-Q6, B-Q1 44 N-Q4, P-N4!

43 B-Q6 B-Q1

44 N-Q4 B-Q4

45 P-R3 ....

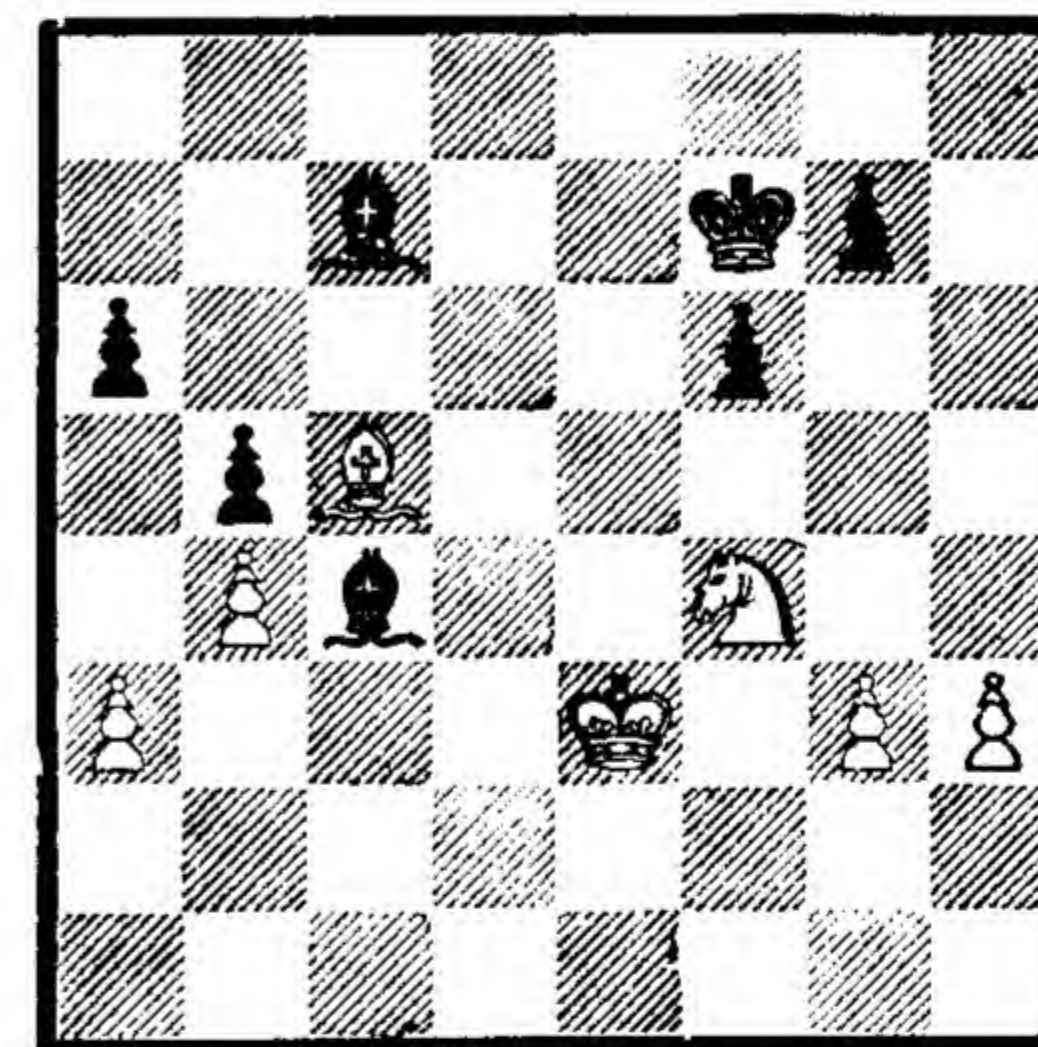
Played to defend his KN4 square, and hoping for 45...B-N7? 46 N-K6, B-N3ch 47 B-B5.

45 .... B-N3

46 B-B5 B-B2

47 N-K2 B-B5

48 N-B4ch K-B2



Black also gets nothing from 48...K-B4. For example 49 B-Q4, P-R4 ( 49...P-N4? 50 P-N4, mate) 50 K-B3, PxP 51 PxP, B-Q3 52 P-R4!, BxN 53 PxP, etc..

Black has equal chances.

49 P-KR4 ....

Preparing to advance both Kingside pawns.

49 .... P-N4

50 PxP PxP

51 N-R3 K-B3

52 N-B2 K-B4

53 P-N4ch K-K3

54 N-R3 K-B3



55 B-Q4ch K-N3  
56 K-K4 ....

White could bring his bishop to QB1 and win the KNP, but would lose his in return. A draw is inevitable. There followed:

56 .... B-B8  
57 N-B2 B-N7ch  
58 K-Q3 B-Q4  
59 N-Q1 B-B6  
60 N-B2 B-B5  
61 B-K3 B-N6  
62 K-Q4 B-N1  
63 K-Q3 B-K4  
64 B-Q4 B-B5  
65 B-K3 Draw

Score: Euwe 6½ - Alekine 9½

# GAME SEVENTEEN SLAV DEFENSE

M. Euwe - A. Alekine  
Played at the Hague, November 14

1 P-Q4 P-Q4  
2 P-QB4 P-QB3  
3 N-KB3 N-B3  
4 N-B3 PxP  
5 P-QR4 B-B4  
6 P-K3 P-K3  
7 BxP B-QN5  
8 O-O O-O

In the 13th game of the match, Alekine developed his QN to Q2, and delayed castling.

9 Q-K2 N-K5  
10 B-Q3! ....

Clearly best. Euwe plays to remove the knight from K4. Black cannot play 10...NxN 11 PxN, BxP 12 R-N1 and White regains the pawn with an advantage in development.

10 .... BxN  
11 PxB ....

Now we see the effect of 8...O-O. Euwe cannot, as in game 13, continue 11 BxN, B-QN5! 12 BxB, PxP because of his inability to continue with 13 P-Q5, which gave White the advantage. Now the line is a

gambit in which White is risking little.

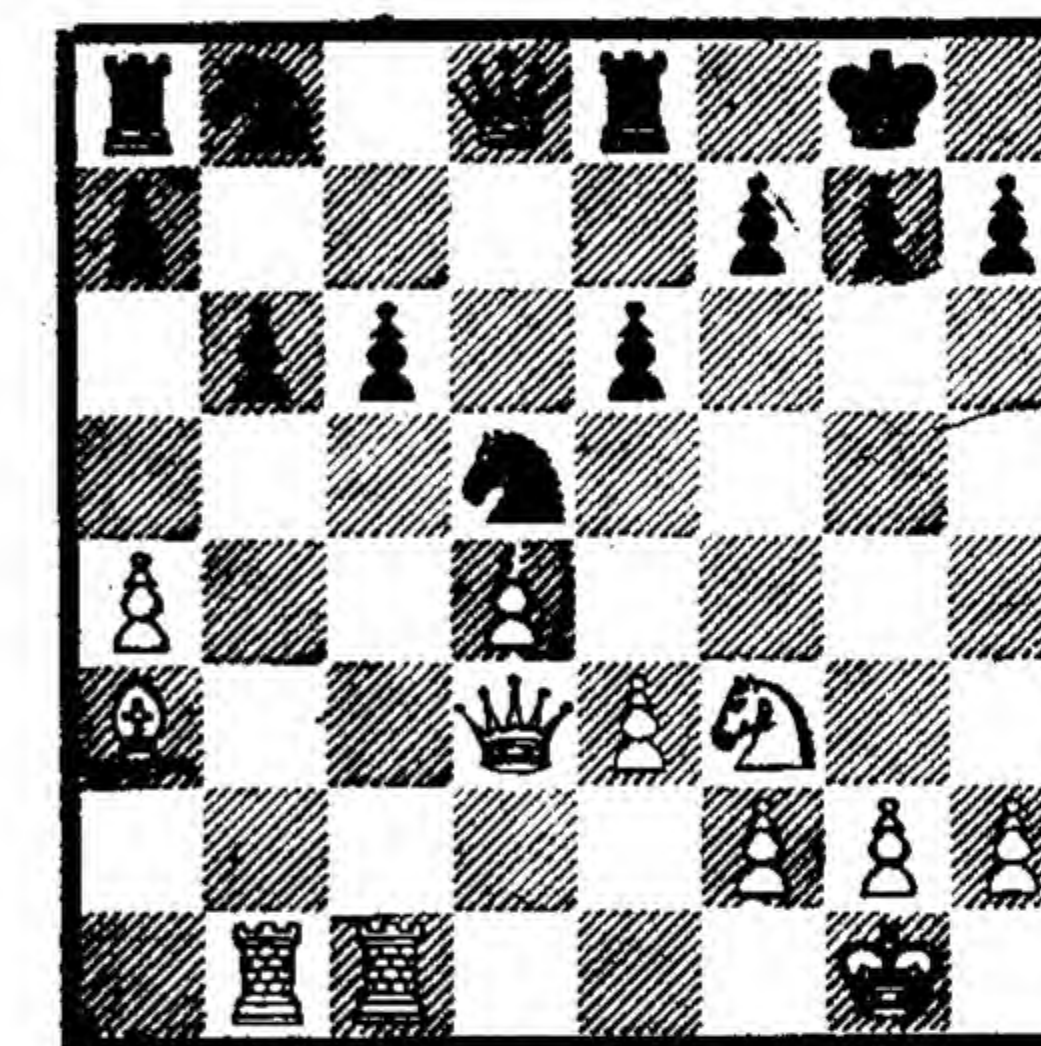
11 .... NxQBP  
12 Q-B2 BxB  
13 QxB N-Q4  
14 B-R3 R-K1

All this, so far, is forced. White stands more actively on both the Kingside and Queenside. Thus, for example, bad was 14...N-K2 15 N-N5 and Black must play the weakening 15...P-KN3.

15 QR-N1 P-QN3

And this is forced. If Black defends with the Queen, then after 15...Q-B2 (or 15...Q-B1) 16 N-N5, N-B3 17 P-K4, P-KR3 (17...P-K4 18 P-B4) 18 P-K5, PxN 19 PxN, PxP 20 P-B4!, PxP 21 RxNP!, QxR 22 RxP, R-K2 23 R-R4 and White wins; this beautiful variation is by masters Belavents and Panov.

16 KR-QB1 ....



The critical position for this variation. Some analysis gives here 16...N-B3, intending to answer 17 P-K4 with 17...P-K4, and on 17 N-K5 to play 17...Q-Q4, preventing 18 P-K4 and threatening 18...P-B4. Nevertheless, the analysts agree that 16...N-B3 leads only to equal play. This, is, of course, the correct continuation for Black.

Alekine, clearly, is not satisfied with this, and plays to exchange his knight for White's bishop.

16 .... P-QR4  
17 N-K5 N-N5?

Black now loses the extra pawn and gets a position without counterchances. After 17...Q-B2 Black is not lost. White plays not 18 P-K4, N-N5! (here fully satisfactory) 19 BxN, PxP 20 RxNP (20 NxP/6 is not dangerous), N-R3! and 21...P-QB4 with a defensible position, nor 18 N-B4, N-Q2 19 N-Q6,



R-N1, etc., but 18 Q-N3!, R-QB1 19 P-K4, N-N5 20 BxN, PxB 21 QxNP, and if 21...P-QB4 (too passive is 21...R-R3), then 22 QxP, QxQ 23 RxQ, RxP 24 R/1-N1, N-R3 25 P-Q5 and Black has drawing chances.

Thus, in any case, 17...Q-B2 was preferable.

18 BxN PxB

19 NxQBP! ....

Of course! This pawn is much more valuable than the QNP.

19 .... NxN

20 RxN P-K4

Black naturally does not play 20...RxP 21 Q-N5!, Q-R1 22 RxNP, R-QB1 23 P-R3 when Black has lost both QNP's and White's Queen pawn guarantees him a win.

21 RxP/4 PxP

22 RxP/4 Q-N1

23 O-N5 R-QB1

24 P-N3 ....

But not 24 QxP, QxQ 25 RxQ, R-B8ch.

24 .... RxR

25 QxR P-R3

26 R-QN4 ....

A sharp idea. White drives the Rook to a passive position on QR3. On 26 R-Q7 Black had the answer 26...R-R2.

26 .... R-R3

27 Q-N5 Q-R1

The threat was 28 P-R5.

28 R-Q4 Q-QB1

29 R-K4! K-R2

30 R-K7 ....

Now 30 ...R-R2 is not playable, and White has the seventh rank.

30 .... R-R4

31 QxP Q-B8ch

32 K-N2 R-KB4

33 Q-Q4 Q-B7

34 P-K4 R-B3

35 R-K5 R-B3

36 P-R5 Q-K7

37 Q-Q5 R-B8

38 QxP ....

Threatening mate in three moves. Black gives some checks before resigning.

38 .... Q-B8ch

39 K-B3 Q-Q8ch  
40 K-B4 Q-Q7ch  
41 K-N4 Resigns

Score: Euwe 7½ - Alekine 9½

# GAME EIGHTEEN QUEEN'S GAMBIT

A. Alekine - M. Euwe

Played at the Hague, November 16 and 17

1 N-KB3 P-Q4

2 P-QB4 P-K3

3 P-Q4 ....

By this opening tactic, Alekine avoids the Nimzo-indian.

3 .... N-KB3

4 N-B3 P-B4

This leads to complicated play in the opening, which suits Euwe.

5 BPxP ....

In an earlier game between the same two opponents, Euwe played 5 B-N5, BPxP 6 KNxP, P-K4 7 N-B3 and got the better play, but this variation needs more practical tests.

5 .... NxP

Tarrasch, of course, played this defense according to his own ideas (5...KPxP), but Euwe, like most masters, prefers the text move.

6 P-K4 ....

The alternate move, 6 P-K3, is, according to practice, very good. But serious consideration should be given to 6 P-KN3, as Alekine played in game 24.

6 .... NxN

7 PxN PxP

8 PxP B-N5ch

9 B-Q2 BxBch

10 QxB O-O

The position Black had in mind when he made his fourth move. The game is equal. True, White has a pawn center, but Black has no weaknesses.

11 B-B4 ....

This is very good according to practice, with the real threat of 12 P-Q5.



11 .... N-B3

More elastic here is 11...P-QN3, developing the knight to Q2 where he does not hinder the diagonal of the fianchettoed bishop, and can be quickly transferred to defend the Kingside.

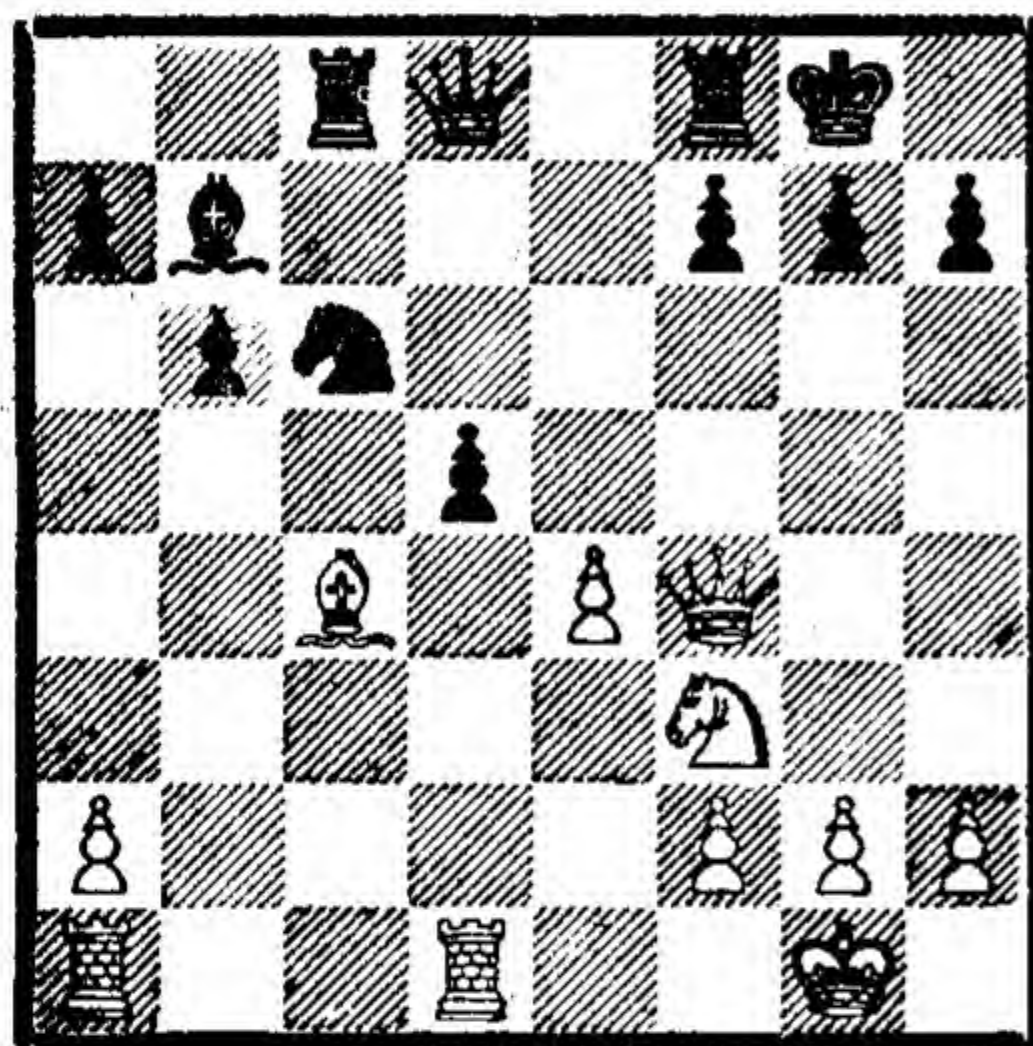
12 O-O P-QN3

13 KR-Q1 B-N2

14 Q-B4 R-B1

In the game Fogelevich-Udovich (Moscow champ., 1937 /8) followed 14...Q-B3 (White had played 13 QR-N1) hoping White's center would be weak in the endgame. The move 14...Q-B3 is less good than the text, but sufficient.

15 P-Q5 PxP



16 BxP ....

If 16 PxP, then in case of 16...N-K2 17 R-Q4! ( 17...NxP 18 Q-Q2, R-B4 19 R-Q1) or 16...N-R4 17 B-Q3, it is not easy for Black to both defend and blockade the QP. The best defense is, clearly, 16...N-R4 17 B-Q3, BxP! 18 B-K4, R-B5 and White cannot exploit the pin on the Queen file.

16 .... Q-K2

17 N-N5 ....

With threat of 18 NxBP, RxN 19 BxRch, QxB 20 QxQch, KxQ 21 R-Q7ch, and 22 RxB.

Euwe now carries out a difficult tactical maneuver, the points of which are: 1) transfer the Black knight to the Kingside; 2) exchange the dangerous White bishop; 3) prepare Black for active counterplay.

17 .... N-K4!

18 BxB N-N3

The first point - winning a tempo on the Queen while exchanging bishops.

19 Q-B5 QxB

20 R-Q7 Q-R3

The second point: Black does not play 20...R-B2 21 R-Q1, but prepares to answer 21 RxBP with 21...QxP ( 22 RxRch, NxR).

21 P-KR4 ....

Defending the QRP and threatening 22 P-R5.

21 .... R-B4

The last point. Retreating the Queen to R3 is undesirable for White, but if 22 Q-N4 ( or 22 Q-B3), then 22...N-K4 23 Q-R5, P-R3. So he interposes a Rook.

22 R/7-Q5 RxR

Black misses the only good move-22...Q-B1. On exchange of Queens he has an equal ending, and if 23 Q-B3, then 23...P-KR3. Now the new QP gives Black troubles.

23 PxR Q-B1

24 Q-K4 R-K1

Best was the preparatory 24...P-KR3. If 25 N-B3, it is difficult for White to bring the knight to the defense of the QP, but on 25 P-R5 Black answers 25...R-K1 26 Q-QR4, N-K4 27 N-K4, Q-Q2 and his defense is easier than in the game.

25 Q-QR4 ....

Threatening 26 QxRP, Black brings his rook to a good position at K2.

25 .... R-K2

26 P-Q6 R-Q2

27 R-Q1 N-B1

28 Q-KB4 ....

Preparing 29 R-QB1.

28 .... Q-B3

29 N-K4 Q-B7

30 R-QB1 ....

This lets the QRP go, so it follows to play 30 R-Q2, and White has better chances in the struggle.

30 .... QxRP

31 P-R5 ....

The combination 31 N-B6ch, PxN 32 Q-N4ch, K-R1 33 R-B8, Q-R8ch 34 K-R2, Q-K4ch 35 P-B4, QxQP leads nowhere.

Alekhine here gives the combination 31 R-B8, Q-K3 32 R-N8, P-B4 33 N-N5, QxQP 34 Q-B4ch, Q-Q4 35 N-K6, and states that White wins.

But how does White win after 35...Q-Q8ch 36 K-R2, Q-Q3ch 37 P-N3, QxR or 37 N-B4ch, K-R1. If White plays



32 R-R8, then after 32...P-B4 33 N-N5, Q-Q4 he loses the QP. Correct was 33 P-B3, when White's win should be a matter of technique.

Now White threatens 32 N-B6ch, PxN 33 Q-N4ch, K-R1 34 R-B8, Q-R8ch 35 K-R2, Q-K4ch 36 P-B4, QxQP 37 P-R6!, or just the sharp 32 P-R6.

31 .... P-KR3

32 N-N3 ....

Alektine maneuvers well. After the weakening ...P-KR3, he aims the knight for B5.

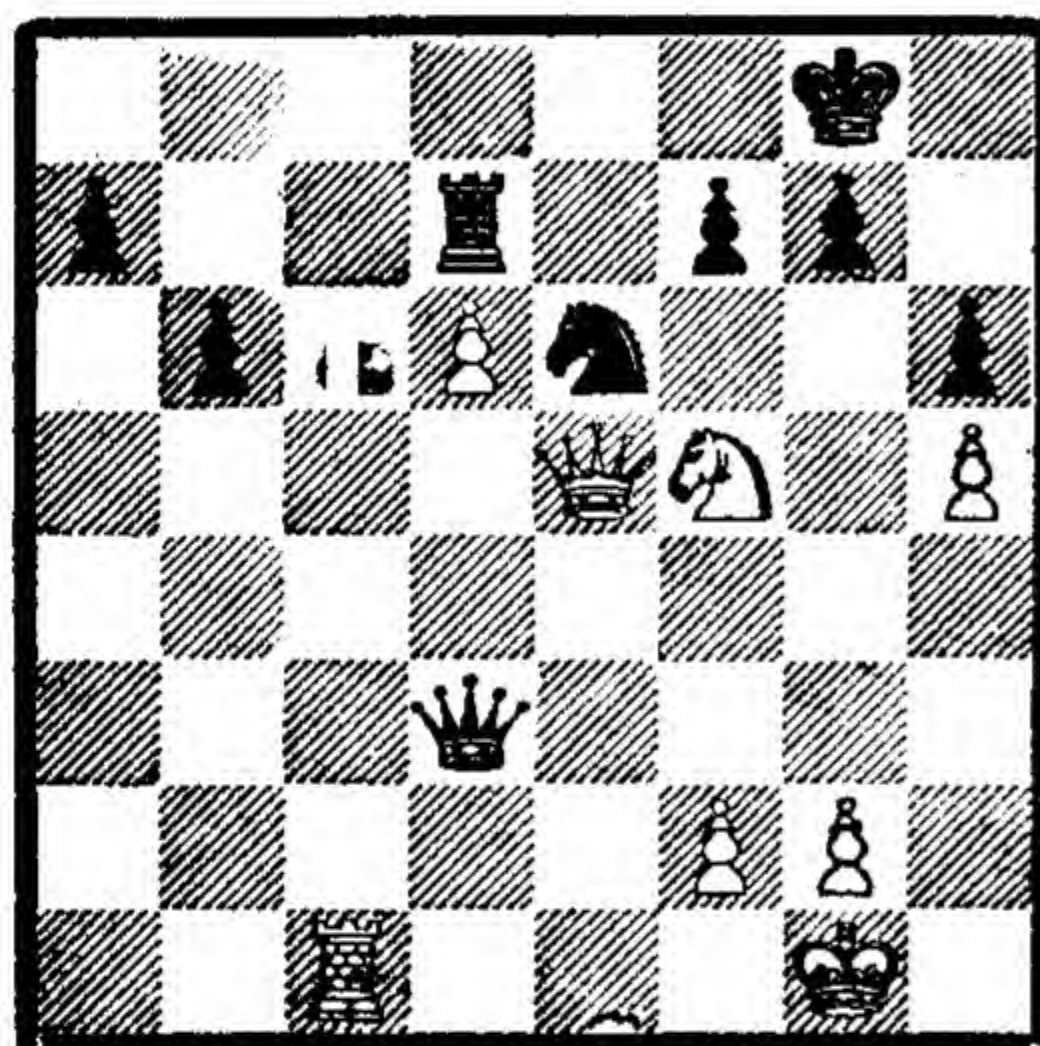
32 .... N-K3

33 Q-K5 ....

Nothing comes of 33 R-B8ch, R-Q1. Now the threat is 34 R-B8ch, R-Q1 35 RxRch, NxR 36 Q-K8ch or 34...K-R2 35 Q-B5ch, P-N3 36 Q-K5, N-N2 37 N-K4.

33 .... Q-R3

34 N-B5 Q-Q6



Black continues to defend the threats. Now White does not play 35 R-B3, Q-N8ch 36 K-R2, K-R2!, which makes it possible for Black to organize a defense on the KN-file, nor 35 R-B3, Q-Q8ch 36 K-R2, QxRP. Alektine could force a draw by 35 R-B8ch, K-R2 36 NxRP!! and if 36...Q-Q8ch 37 K-R2, QxQP 38 R-R8ch!, KxR 39 NxPch winning the Queen.

But Black could continue 36...R-Q1, or 36...Q-Q5 37 Q-B5ch, P-N3 38 PxPch, KxN 39 PxP, Q-Q8ch 40 K-R2, Q-R5ch 41 QxQch, KxQ 42 R-K8, K-N3 43 RxNch, KxP 44 R-R6, K-N2 with equal chances for both sides.

Besides this, 35 NxPch, PxN 36 R-B8ch, R-Q1 37 RxRch, NxR 38 Q-K8ch, K-N2 39 QxN etc. leads to equal chances.

Alektine does not check on B8; he wants to play for a win.

35 K-R2 K-R2

36 R-B3 Q-Q8

37 P-B3 Q-Q7

Intending to attack the KRP.

38 R-B4 Q-N4

39 R-KR4 ....

After this move the initiative passes to Black. Here Alektine could force a draw by 39 R-KN4!, QxPch 40 R-R4, Q-N3 41 R-N4 leading to repetition of moves, for Black cannot allow 41...Q-B3 42 RxPch, or 41...N-N4 42 P-B4.

39 .... Q-B3!

Very interesting. After 40 QxQ, PxQ 41 R-QB4, N-B4 the Black King is secure and the Black QRP means that the game is lost for White.

40 Q-K4 N-B4

41 Q-B2 P-R4

Black's plan is to exploit the position of the White pieces. The Queen is tied to defense of the knight, the knight to the QP, and the rook to the KR-file to prevent ...P-N3. So Black decides to advance the QRP.

42 P-N3 ....

So that the QP could not be taken with check.

42 .... P-R5

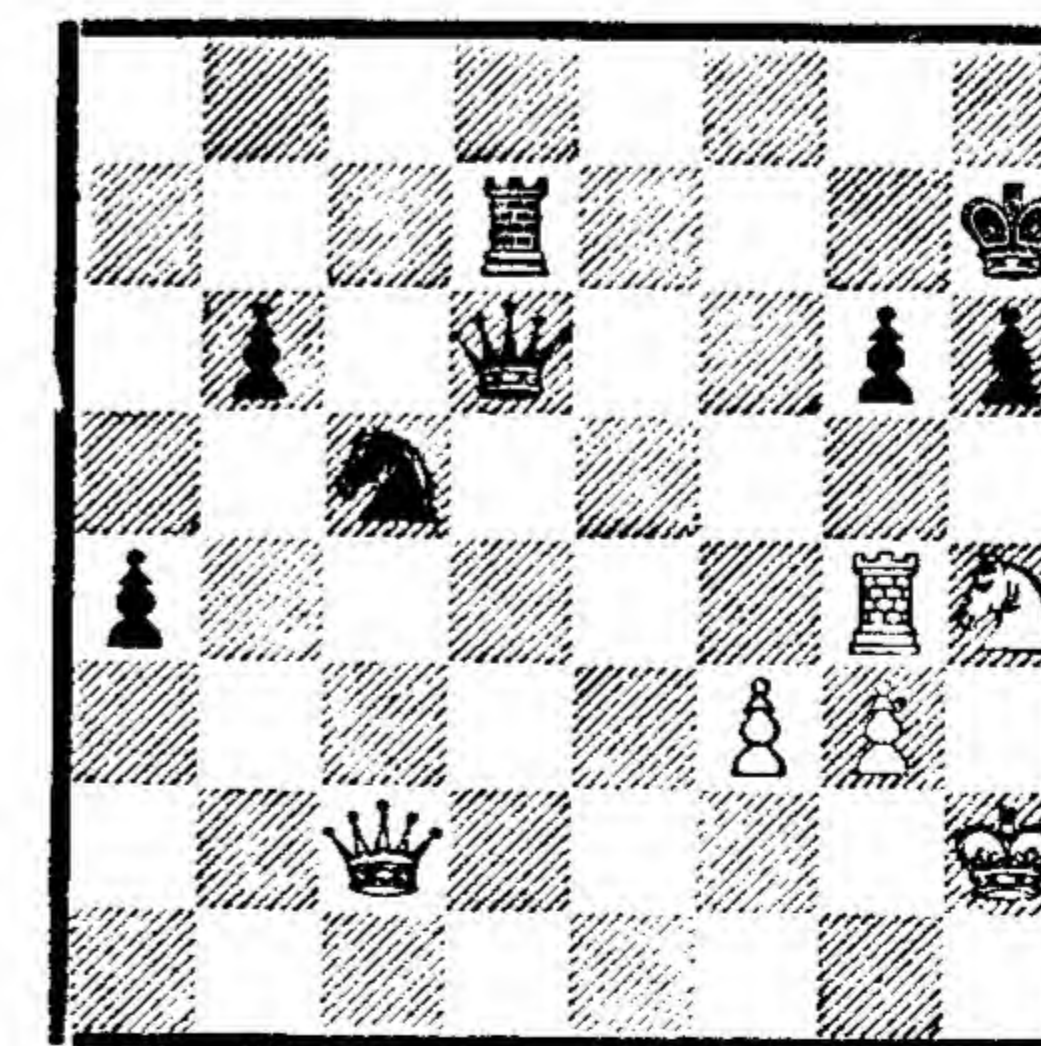
43 R-KN4! ....

Preparing an exchange combination to trade the QP for Black's QRP. Now Black cannot play 43...P-R6 44 NxNPch, K-R1 45 N-B5 and not playable is 45...P-R7 46 QxRP, QxN 47 Q-R8ch, nor 45...Q-N7 46 QxQ, PxQ 47 R-N4, N-R5 48 NxP.

43 .... P-N3

44 N-R4 QxQP

45 PxPch PxP



The threat now is 46...Q-Q7ch or 46...Q-Q6.

46 R-Q4!! ....

A strong combination. After 46...QxR 47 QxPch, K-R1



48 Q-K8ch White has perpetual check, for 48...K-N2  
 49 N-B5ch loses the Queen.

46 .... Q-K3  
 47 RxRch NxR  
 48 QxRP ....

Thus White has captured the pawn, giving Black most of his winning chances.

48 .... P-R4  
 49 Q-B2 N-K4  
 50 K-N2 N-B5?

An elementary error.

51 NxP! Draw

If now 51...N-K6ch 52 K-B2, NxQ White has 53 N-B8ch.

Score: Euwe 8 - Alekine 10

# GAME NINETEEN NIMZOINDIAN DEFENSE

M. Euwe - A. Alekine

Played in Aindkoven, November 20 & 21

1 P-Q4 N-KB3  
 2 P-QB4 P-K3  
 3 N-QB3 B-N5

Thus, Alekine goes to the Nimzoindian. It is clear that he wants to change his openings.

4 N-B3 ....

Euwe does not play 4 Q-B2, which has given Alekine good results as White. On the text move Black has three possible continuations: 1) 4...P-QN3 (without the preliminary ...BxNch as Nimzovich played); 2) 4...P-B4 and 3) 4...N-K5 as Alekine played.

4 .... N-K5  
 5 Q-B2 P-Q4

This move is not good, for after 6 P-QR3, BxNch 7 Px B White has the two bishops with no compensating advantage for Black. Black should play 5...P-KB4, followed by fianchettoing the QB. Euwe plays another good continuation (not 6 P-QR3).

6 P-K3 P-QB4

And this attack leads to nothing. It follows to play 6...P-QB3 7 B-Q3 (7 P-QR3, Q-R4) P-KB4 8 O-O, N-Q2 and White has not removed the knight. This variation shows that White would do better to play 6 P-QR3.

7 B-Q3 N-KB3

The knight cannot be kept in the center. If 7...Q-R4, follows 8 O-O, NxN 9 PxN, BxP 10 R-QN1 (Keres-Liszt, Ostende, 1937) but in case of 7...P-KB4 8 O-O Black has weakened his position.

8 BPxP ....

Euwe plays to give his opponent a weak QP. This plan is possible only because Black has lost two tempi with his KN. Nevertheless, a better plan in this variation is 8 P-QR3, BxNch 9 PxP, etc.

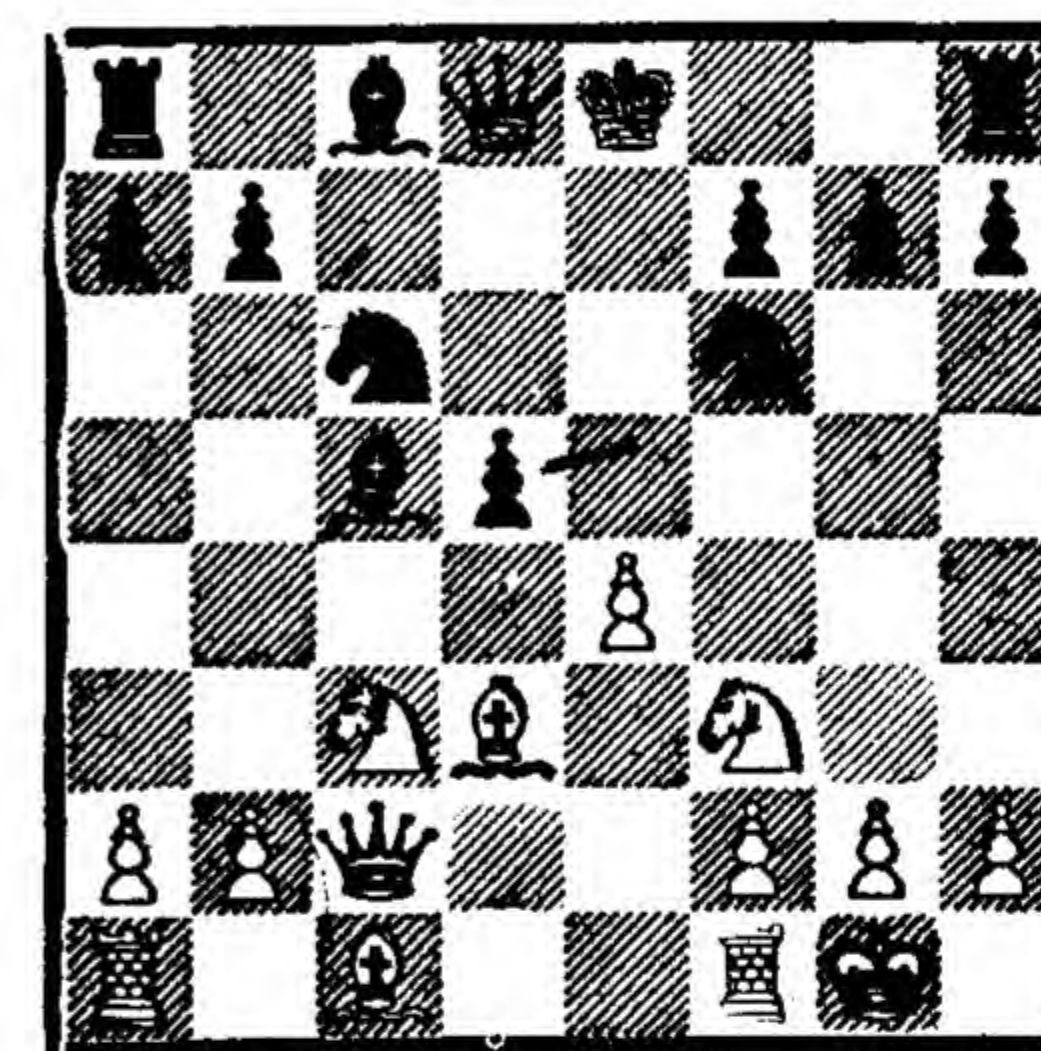
8 .... KPxP  
 9 PxP BxP

Black gets into serious difficulties on 9...N-B3 10 O-O, O-O 11 N-QR4! for he would lack compensation for the pawn.

10 O-O N-B3

Not good is 10...O-O 11 P-K4!, P-Q5 (11...PxP 12 Nx P, NxN 13 BxN wins a pawn). 12 N-K2, B-N3 13 P-K5 and Black loses a pawn.

11 P-K4! ....



Euwe plays sharply. Poor now is 11...PxP 12 NxP, Nx N 13 BxN and 14 BxRP; White threatens 12 NxP, NxN 13 QxB winning a pawn. Not good is 11...P-Q5 12 N-Q5!, NxN 13 QxB. Alekine retreats his bishop. Even more loss of tempi!

11 .... B-K2  
 12 P-K5 ....

A. M. Konstantinapolsky writes, that here stronger is 12 R-Q1. Black, in this case, defends by 12...B-KN5 13 B-K2!, BxN (13...P-Q5 14 NxP, NxN 15 Q-R4ch) 14 BxB, P-Q5 15 N-Q5, O-O but White has the better game.

Euwe's move is good. The knight must go to KN5, for 12...N-Q2 is met by 13 P-K6!

12 .... N-KN5  
 13 R-K1 ....



The most natural. True, not good was 13 B-KB4, P-KN4 14 B-N3, P-KR4, but not bad was 13 Q-K2 (to defend the KP) 13...B-K3 (not 13...O-O 14 P-KR3, N-R3 15 BxN, PxP 16 QR-Q1!) 14 N-QN5!, threatening 15 N/5-Q4 and N-Q6ch. Black's play is not without counter chances. The text weakens KB2, and Black seizes the initiative in a complicated and difficult position.

13 .... N-N5

14 B-N5ch K-B1

Not possible is 14...B-Q2 because of 15 Q-B5.

15 Q-K2 B-QB4

16 N-Q1 ....

Was it not better to return the rook to KB1?

16 .... B-B4

How the position has changed in three moves. The White pieces are poorly placed (B on QN5 and N on Q1) True, Black has lost castling and his knight on KN5 stands poorly.

If now White plays 17 N-K3, there follows 17...BxN 18 BxB, N-B7 19 N-Q4!, though Black can enter more complications by 17 N-K3, Q-N3 (or 17...B-K3) 18 NxB, BxPch 19 K-B1, BxR 20 KxB, P-QR3 etc.

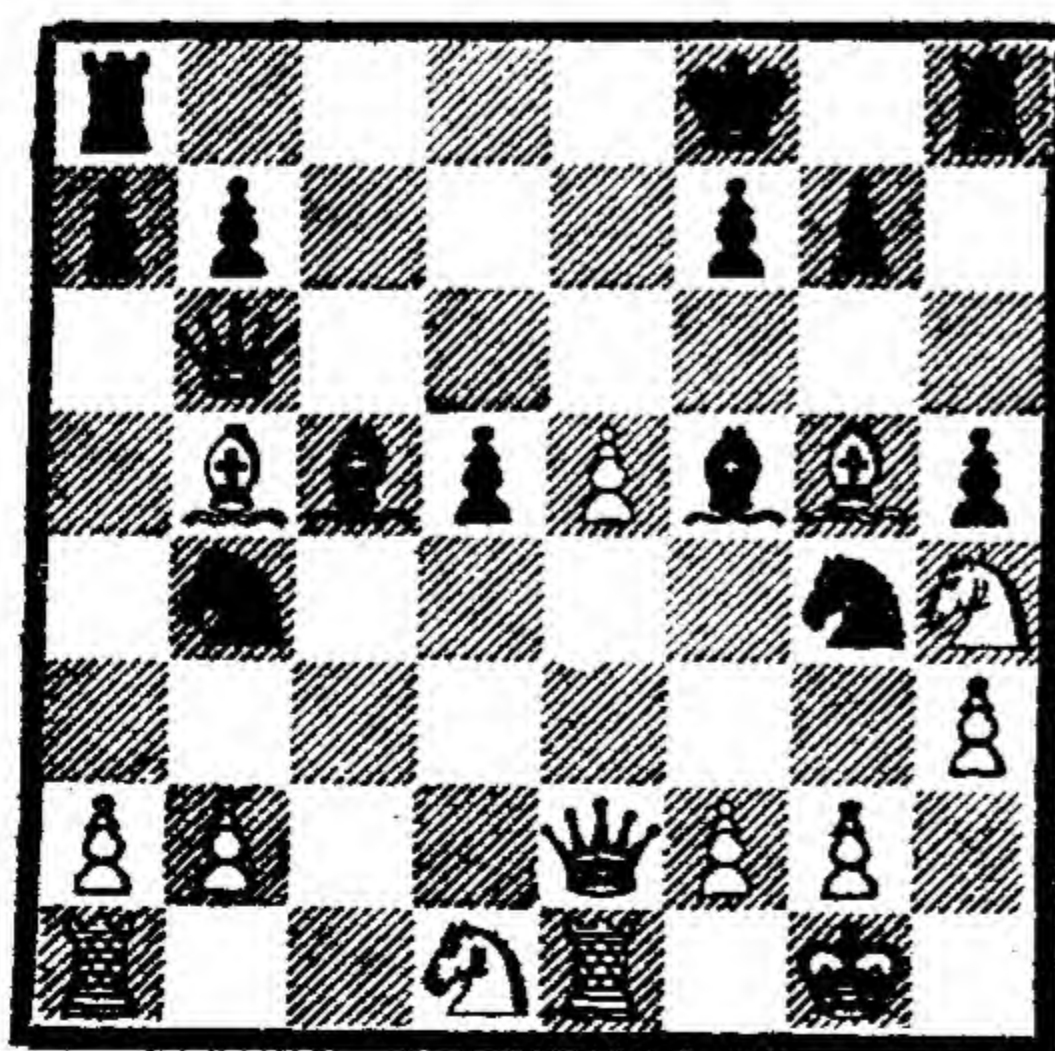
17 P-KR3 P-KR4!

A strong sacrifice. White cannot afford to take the knight: 18 PxN, PxP 19 N-N5 (Else 19...Q-R5) 19... N-B7 and the knight on N5 is hanging.

18 B-N5 Q-N3

19 N-R4 ....

Better seems 19 PxN, PxP 20 N-KR4, P-N6 21 NxB, PxP ch 22 NxP, BxNch 23 QxB, R-R8ch 24 KxR, QxQ 25 R-KB1, and White wins. But Black has 20...B-K5 with sufficient compensation for the piece.



19 .... B-K5

20 PxN N-B7

20...PxP gives Black an advantageous position.

21 N-QB3 N-Q5

Of course, not 21...NxQR which would leave White with an edge in material.

22 Q-B1 ....

Euwe and Kotov in "Schmatny USSR", No. 9, 1938, wrote that 22 Q-Q2 should be played. Kotov gives the following continuations:

1) 22...NxB 23 NxB, PxN 24 RxP

2) 22...PxP 23 NxB, PxN 24 P-N4!

3) 22...N-K3 23 P-N4, BxQNP 24 NxP, BxQ (or 24... QxB 25 QxB, QxQ 26 NxQ, NxB 27 P-B4) 25 B-K7 ch, K-N1 26 NxQ, BxR 27 NxR, B-B6 28 R-B1, BxP 29 R-K1

4) 22...N-K3 23 P-N4, B-Q5 24 NxB, PxN 25 B-QB4, NxB 26 QxN, BxPch 27 K-B1, PxP 28 N-N6ch

22 .... PxP!

According to Kotov, poor is 22...NxB 23 NxN, PxP 24 P-KN3, R-R4 25 B-K3, BxB 26 PxP! and White wins.

23 N-R4 Q-B2

Weak was 23...QxB 24 QxQ, NxQ 25 NxB, R-R4 26 RxB, PxR 27 NxKP and White keeps his KP. Now White gets nothing from 24 NxB, QxN 25 B-Q3, R-R4 26 QR-B1, Q-N3 27 BxB (if 27 B-K3, then 27...Q-Q1 according to Konstantinapolsky) RxB 28 BxP, R-R4 29 P-N3, P-KN4 etc.

24 RxB ....

White's position is difficult, the threat of 24... QxP and of 24...N-K3, both attacking the B on KN5. Sacrificing the exchange, White opens lines to enable him to defend the KP.

According to Euwe, good was 24 NxB, QxN 25 B-Q3, N-K3 26 B-K3, BxB 27 BxQch, NxB 28 R-K2, RxN 29 Q-B1.

24 .... PxR

25 Q-B4 ....

So as to answer 25...N-K3 by 26 N-N6ch! or 25...QxP by 26 QxBch.

Weak was 25 R-QB1, P-QN3 26 NxB, PxN 27 P-N4, N-K3! etc. Still, Black should play 25...QxP. After 26 QxBch, QxQ 27 NxQ, NxB Black's ending is not hopeless.

25 .... R-B1?

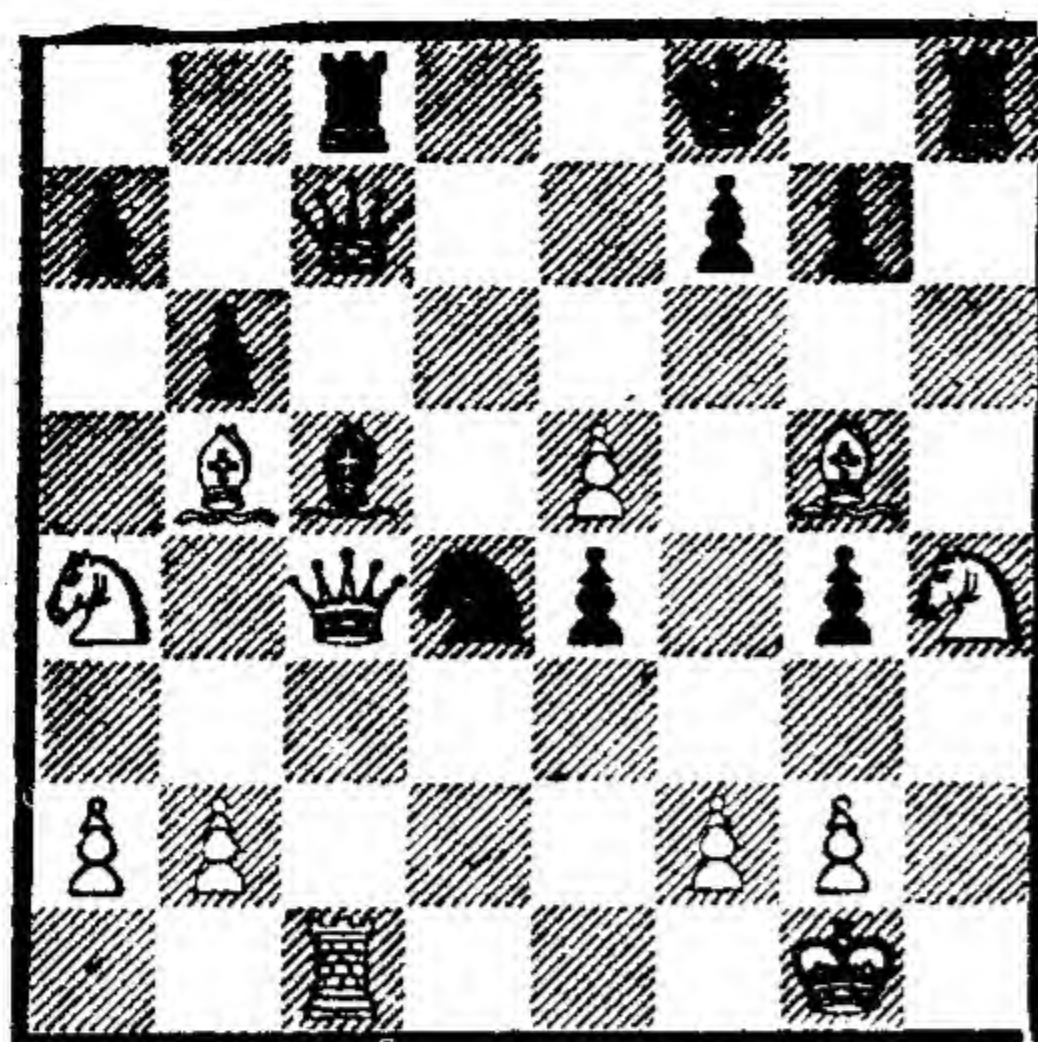
This leads to the loss.

26 R-QB1 P-QN3

Now 26...QxP meets with 27 NxB, QxB 28 N-K6ch! and White quickly wins.

See diagram at top of next column.





27 NxB PxN

Of course not 27...QxN 28 QxN.

28 B-QR6? ....

A blunder. After 28 P-K6, NxP 29 N-N6ch, K-N1 30 N-K7ch, or 28...NxB 29 P-K7ch, K-N1 30 QxN and White wins.

Also sufficient was 28 B-K3. Now Black has chances for a draw.

28 .... QxP!

Not good now is 29 B-K3, RxN 30 BxN, Q-R4 31 K-B1, R-R8ch 32 K-K2, P-N6ch etc..

29 BxR QxB

30 QxQBPch ....

The threat was 30...QxRch!

30 .... QxQ

31 RxQ RxN

If now 32 R-KN5, then 32...N-K7ch 33 K-B1, N-B5 34 K-N1, N-K7ch with repetition of moves.

32 R-B4 N-K7ch

33 K-B1 N-B5

34 K-N1 P-N6

On 35 PxP now follows 35...N-K7ch 36 K-B1 ( 36 K-B2. P-K6ch), NxPch 37 K-N1, P-B4 etc.

Now Black threatens 35...R-R8ch (and also 35...P-K6!) 36 KxR, PxP 37 R-B1, P-K6 38 B-R6, P-K7 39 BxP, NxB and Black keeps an extra piece.

Nevertheless, White should take the pawn, for in the resulting ending, the bishop is stronger than the knight.

Black should have played 34...N-K7ch with repetition of moves.

35 B-R6? PxPch

36 KxP R-R3

37 RxP ....

An error! By 37 R-B8ch, K-K2 38 R-B7ch, K-K3

39 B-B4ch, N-Q4 40 RxRP White's chances are better. Now, it's just a draw.

37 .... RxB

38 RxN RxP

39 R-QN4 P-N3

It will not be possible to prevent exchange of the Queenside pawns.

40 R-N7 K-N2

41 K-B3 P-N4

42 P-QN4 K-N3

43 P-N5 P-B4

44 P-N6 R-R6ch

45 K-B2 P-R3

46 R-N8 R-QN6

47 P-N7 K-N2

48 R-R8 RxP

49 RxP Draw

Score: Euwe 8½ - Alekine 10½

# GAME TWENTY NIMZOINDIAN DEFENSE

A. Alekine - M. Euwe

Played in Amsterdam, November 23

1 P-Q4 N-KB3

2 P-QB4 P-K3

3 N-QB3 B-N5

4 Q-B2 P-Q4

5 PxP ....

Based on results of previous match games, Alekine has decided to try this variation.

5 .... QxP

6 P-K3 P-B4

7 B-Q2 ....

Previously, Alekine played 7 P-QR3. The text, aiming at QR5, is better.

7 .... BxN

8 PxB O-O

9 N-B3 N-B3

See comments on this move in the 10th game (after the sixth move).

10 P-B4 ....

P. A. Romanovsky ( in Schmatny USSR no. 3, 1938) wrote " as in his match with Capablanca, Alekine



plays such positions poorly. More natural was 10 B-Q3 with threat of P-K4-K5 etc...". This, of course, is not true. The game Flohr-Koll (Bled, 1931) showed that after 10 B-Q3, P-B5 11 B-K2, P-K4 12 PxP, NxP 13 NxN, QxN Black had solid play.

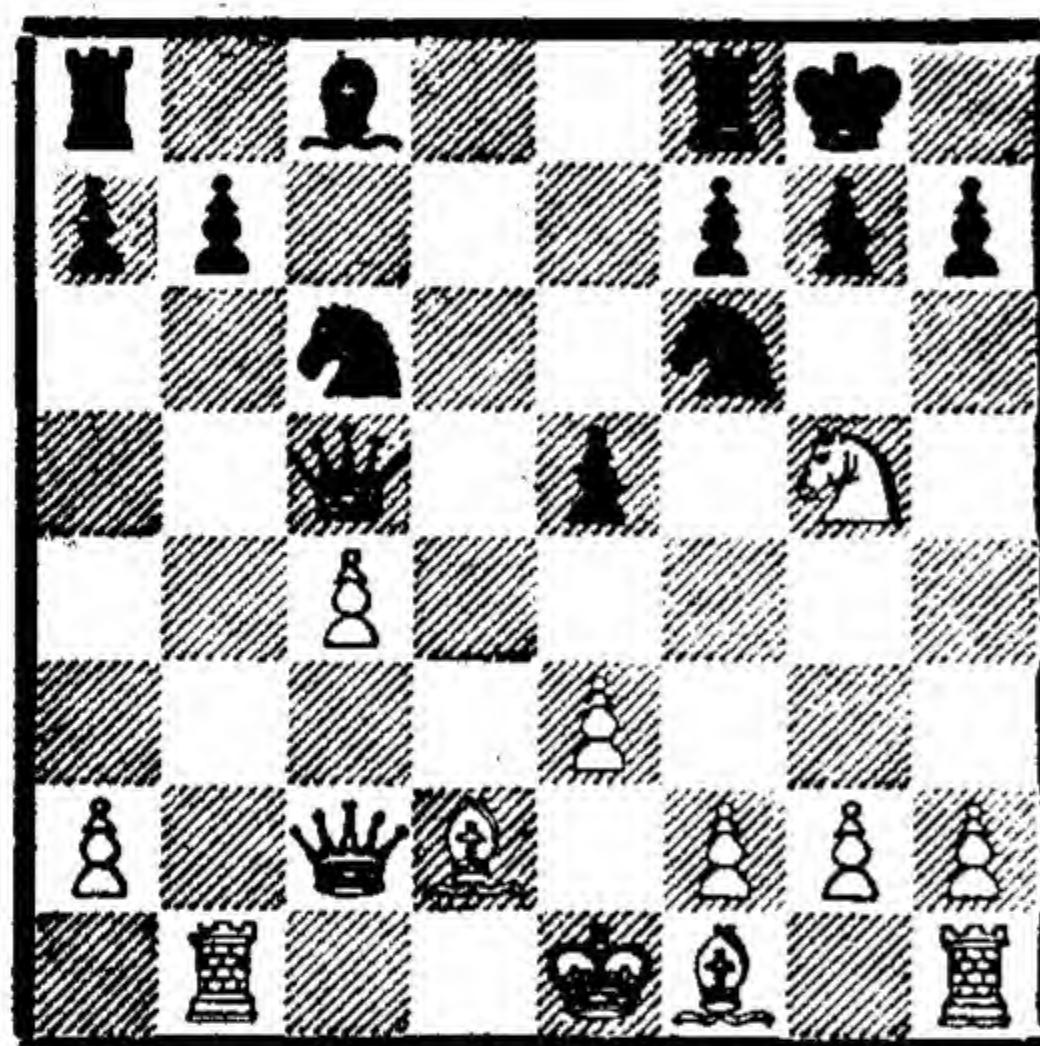
10 .... Q-Q3  
11 PxP ....

This move shows that Alekine is trying to leave the theoretical paths. His opponent could not have anticipated that he would exchange off his central QP.

11 .... QxBP  
12 QR-N1 P-K4

Another good plan was 12...P-QN3 with ...B-N2, but Euwe prefers to play his bishop on the B1-R6 diagonal.

13 N-N5 ....



Because of the faulty 11 PxP, White has difficulties. Black threatened 13...P-K5, but does the text move parry this threat? After 13...P-K5 14 R-N5 (14 NxKP, NxN 15 QxN, B-B4) Q-K2 15 B-B3, P-QR3 16 R-N2 (16 BxN, PxP) B-B4, Black stands very actively.

After Euwe's move, White is relieved of the threat of ...P-K5.

13 .... P-KR3  
14 N-K4 ....

But not 14 P-KR4, R-Q1 and the knight must retreat.

14 .... NxN  
15 QxN R-Q1

To answer 16 B-Q3? by 16...P-B4.

16 R-N5 Q-K2  
17 B-K2 P-QN3!

A very sharp move, fixing the weak White QBP at B4. 18 QxN is prohibitive because of 18...B-N2 19 B-N4, QxBch 20 RxQ, BxQ, and Black clearly has the better

endgame.

18 B-KB3 B-N2

Euwe writes that stronger here was 18...B-R3! For example:

1) 19 QxN, QR-B1 20 B-N4, Q-N4 21 P-KR4, RxQ 22 PxQ, RxP;

2) 19 QxN, QR-B1 20 Q-K4, BxR 21 PxB, Q-R6;

3) 19 R-Q5, N-N5 20 RxRch, RxR 21 Q-N1, N-Q6ch;

4) 19 R-QN1, QR-B1.

From these variations, it follows that 16 R-N5 was a blunder.

19 Q-B2 QR-B1

19...P-K5 20 QxP gives Black nothing. Now White seizes the opportunity to castle.

20 O-O B-R3

Black continues to work on the weak QBP; on 21 R-N2 follows 21...N-N1 forcing 22 B-K2.

21 R-Q5 N-N5!

22 BxN QxB

23 RxRch ....

The most natural, to get the Black Rook off the QB-file. But, even stronger was 23 R-B1!, and if 23...RxR 24 BxR, BxP 25 BxPch! and Black gains nothing.

23 .... RxR

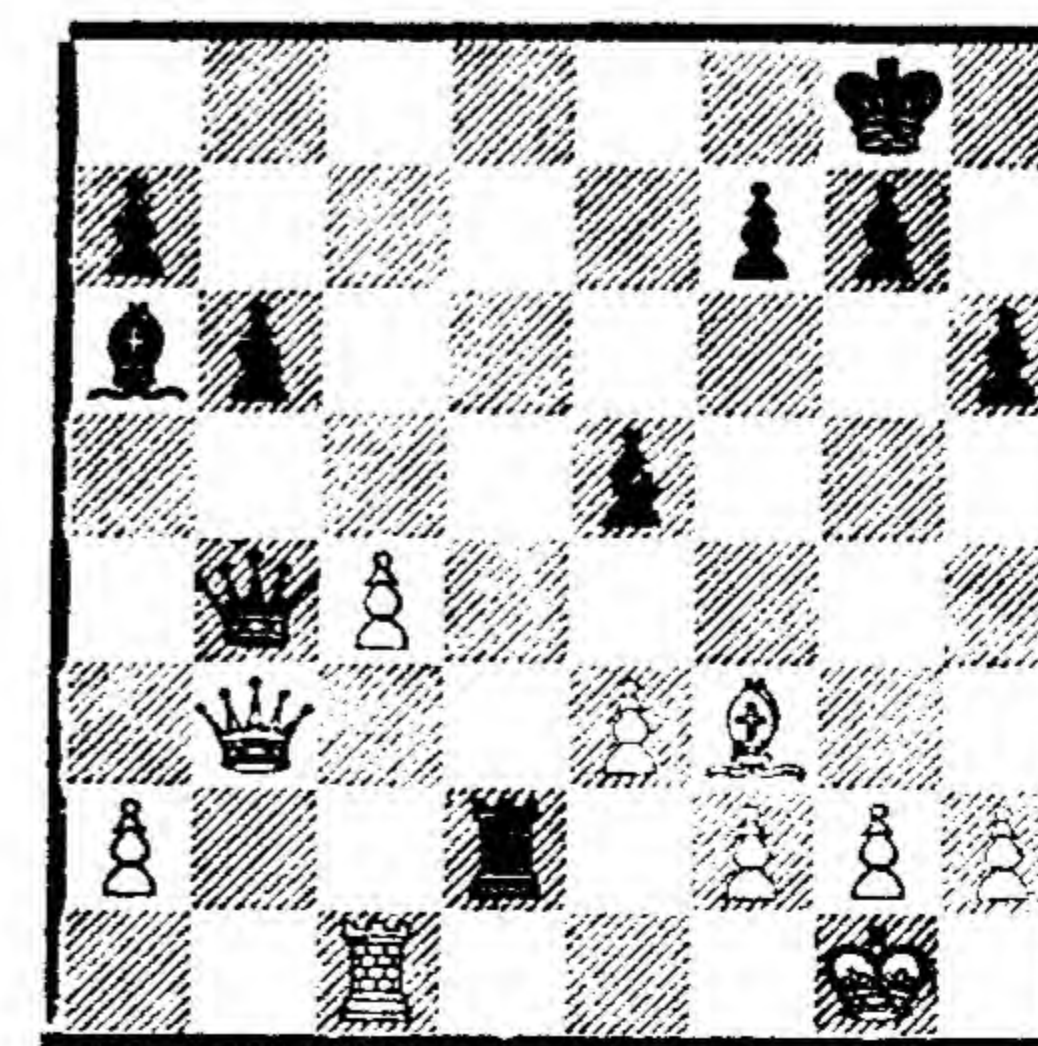
24 R-B1 ....

After 24 B-Q5, RxB! 25 PxR, BxR 26 KxB (26 Q-B8ch, Q-B1! 27 QxQch, KxQ 28 KxB, P-K5! and Black wins the King and pawn ending) Q-N4ch 27 K-K1, QxQP 28 Q-B8ch, K-R2 29 Q-B5ch, P-N3 and Black remains with an extra pawn.

24 .... R-Q7

25 Q-N3 ....

Weaker was 25 Q-K4, Q-N7 26 R-B1, QxRP, etc..



25 .... Q-R4?



P.A. Romanovsky says that correct was 25...R-N7!  
 26 QxQ ( 26 Q-Q3, BxP), RxQ 27 B-Q5, R-R5 28 R-B2,  
 ( 28 P-B5, R-R4! 29 PxP, RxB 30 PxP, R-Q1) R-R4  
 and White's endgame is very difficult due to his  
 weak QBP. For example: 29 P-B4, PxP 30 PxP, R-QB4  
 31 K-B2, P-QN4 32 K-K3, PxP 33 K-Q4, R-QR4, etc..

25...QxQ does not lead to a win: 26 PxQ, R-N7  
 27 B-Q1 and White holds his position.

26 P-QR3 P-KN3

Poor is 26...Q-B4 27 Q-R4. No stronger was 26...Rx  
 P 27 KxR, Q-Q7ch 28 B-K2, QxR 29 Q-R4.

27 P-KR4 ....

Nothing good comes of 27 Q-N4, QxQ 28 PxQ, P-K5  
 29 BxP, BxP.

27 .... P-K5

And here not good is 27...Q-QB4 28 Q-R4, Q-QB1  
 29 Q-N4. Black now enters great complications,  
 which lead only to a draw.

28 BxP Q-R4

By sacrificing the KP, Black has chances to attack  
 White's KB2.

29 Q-B3 Q-K7

30 Q-B6 ....

The only defensive square for the Queen.

30 .... BxP

31 BxP ....

Guaranteeing White no worse than a draw.

31 .... R-Q8ch

32 RxR QxRch

33 K-R2 PxP

34 QxPch K-B1

35 QxPch K-N1

36 Q-N6ch K-B1

37 Q-R6ch K-N1

38 Q-N5ch K-B1

39 Q-B4ch B-B2

40 Q-N8ch ....

After 40 P-N4, Q-Q6 41 P-R5, QxRP 42 P-N5, Q-B4  
 43 K-N3, K-N1 is an even more complicated struggle.

40 .... K-N2

41 QxRP Draw

For Black can hold back the pawns with checks.

Score: Euwe 9 - Alekine 11

# GAME TWENTY ONE QUEEN'S INDIAN DEFENSE

M. Euwe - A. Alekine

Played in Amsterdam, November 25

1 P-Q4 N-KB3

2 P-QB4 P-K3

3 N-KB3 ....

Euwe likes to play this line as White. White gets  
 little advantage, but faces little risk.

3 .... P-QN3

4 P-KN3 B-N2

5 B-N2 B-N5ch

6 B-Q2 B-K2

This maneuver was first played in the Dutch Defense,  
 some years ago, by N.N. Ruminin. The White B at Q2  
 is poorly placed, and may be exchanged for a knight  
 after Black's ...N-K5.

7 N-B3 N-K5

Necessary, for White threatened 8 Q-B2, controlling  
 his K4. Now Black can answer 8...P-Q4.

8 O-O O-O

9 P-Q5 ....

White has no opening advantage, but he should try 9  
 Q-B2, NxB 10 NxN, Q-B1 11 BxB. The exchange of  
 White-squared bishops leaves Black's Queenside weak.

9 .... NxB

10 QxN ....

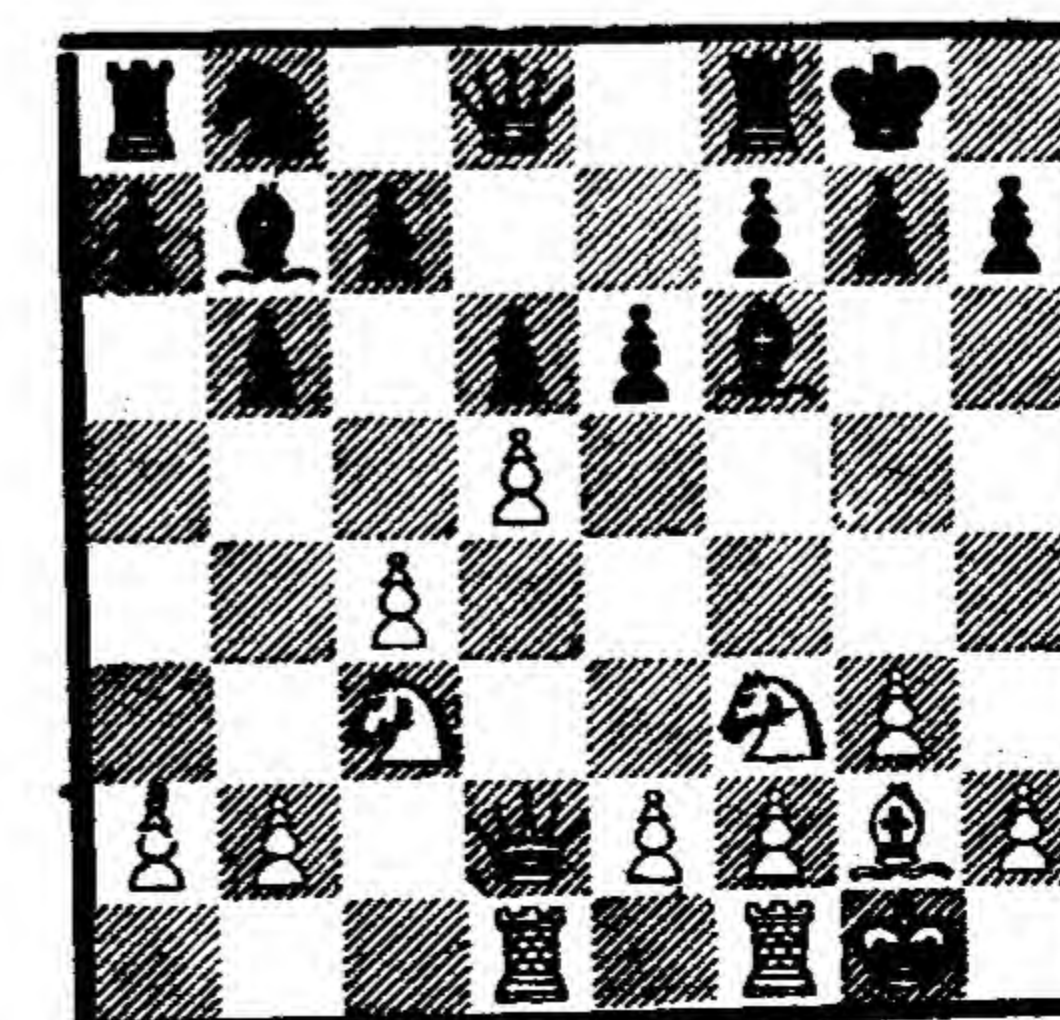
After 10 NxN Black can defend the threats of 11 P-Q6  
 and 11 PxP by 10...Q-B1.

10 .... B-KB3

11 QR-Q1 ....

And after 11 N-Q4, P-K4 12 N-B2, P-Q3 13 N-N4, Q-Q2  
 White obtains nothing.

11 .... P-Q3





12 PxP .....  
 13 N-Q4 BxB  
 14 KxB .....

This is a serious error, now Black gets a strong center, analagous to the Scheveningen Variation, of the Sicilian Defense, in which Black has the better chances.

Correct was 12 N-Q4, P-K4 13 N-B6, Q-Q2 with equal play.

12 ..... PxP  
 13 N-Q4 BxB  
 14 KxB .....

Not possible is 14 NxP, Q-K2 15 NxR, BxN 16 PxB, B-N2 17 NxP, KxN and in spite of the reduced material, Black should win.

Threatening 14 ..... Q-B1  
 15 Q-K3 BxN  
 16 RxB N-B3  
 17 R-K4 .....

This ties a rook to defense of the KP, but only exposes the White rook to attack. Better was 17 R-B4.

17 ..... R-B3  
 18 P-B4 .....

Even now he could move the rook.

18 ..... Q-Q2  
 19 P-KN4 .....

The attack on the KP is illusory, because of Black's rook on the third rank.

19 ..... R/1-KB1!  
 20 P-N5 R-B4

Now, 21 RxP, N-K4 leads to loss of the exchange.

Thus, instead of winning the KP, White has isolated his rook and weakened his Kingside.

21 P-KR4 Q-B2  
 22 R-B3 .....

And after 22 N-Q1, P-K4 23 K-N3, N-K2 24 R-B3, N-N3 25 PxP, NxKP, or 23...N-Q5 24 RxN, PxR with a lost game for White.

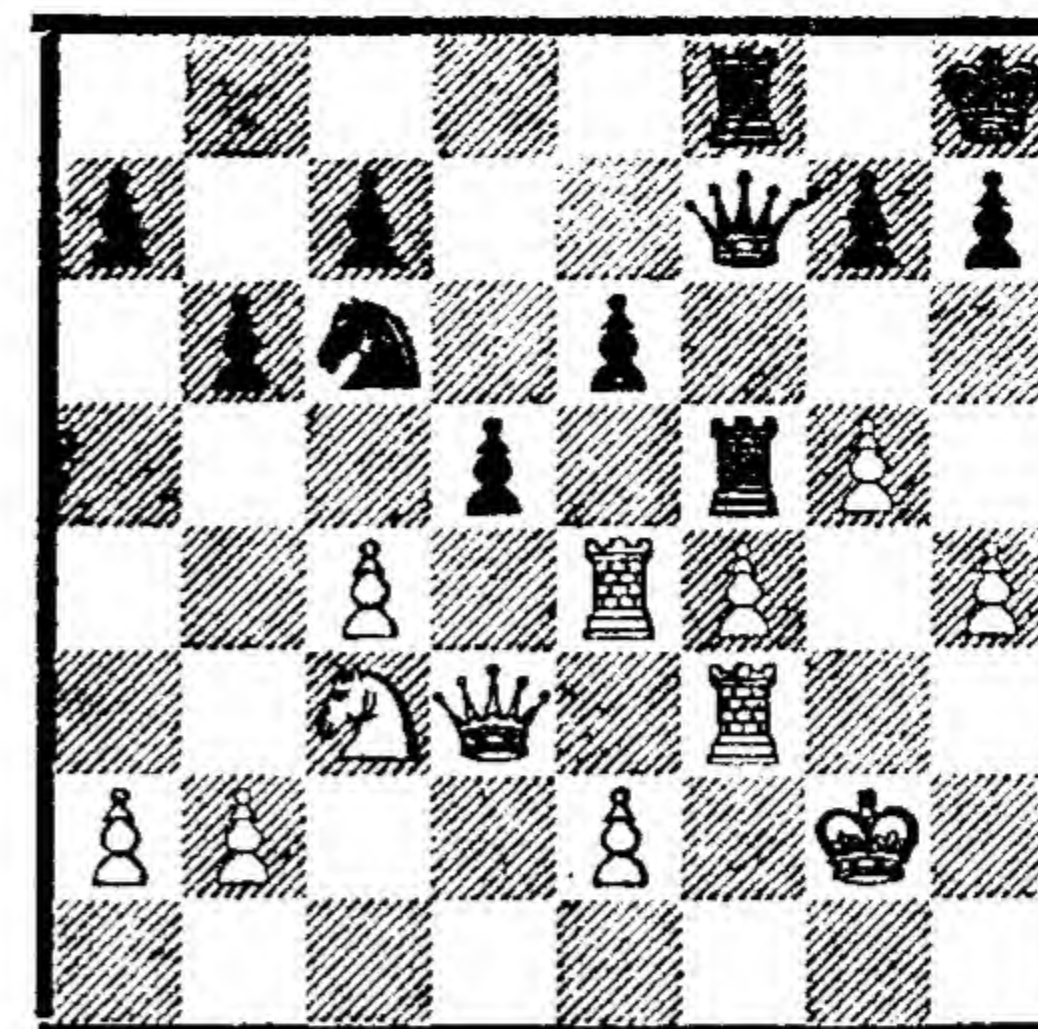
22 ..... K-R1

Aleline in "Chess" wrote, that after 22...P-Q4 23 RxP, P-Q5 24 Q-K4, PxN 25 PxP! (Poor is 25 RxN, PxP) 25...N-Q1 26 R-K7 to White's advantage. I disagree. After 26...Q-N3 (27 RxBP, RxPch) Black stands better than after the text.

23 Q-Q3 .....

Euwe is not himself in this game. After 23 N-Q1, Black has only a strategically won game.

23 ..... P-Q4!



Forcing the win. Poor now for White is 24 PxP, PxP 25 R-R4, P-Q5 and 26...RxP. White plays to give up the exchange.

24 RxP N-N5!

Strongest. Not 24...QxR 25 PxP and 26 PxN. Now Black gets his knight to B7.

25 Q-K3 N-B7  
 26 Q-Q2 QxR  
 27 PxP Q-B2  
 28 QxN .....

After 28 K-N3 (with threat of 29 P-K4 winning the rook) Aleline gives 28...N-K8! 29 R-B2, N-N7 30 P-K3, NxRP 31 KxN, P-KR3 and Black wins easily.

28 ..... RxP  
 29 Q-Q3 Q-R4  
 30 RxR RxR  
 31 Q-R3 R-N5ch  
 32 K-B2 P-KR3  
 33 Resigns

After 33 PxP follows 33...Q-B4ch and White loses the Queen to a discovered check.

Score: Euwe 9 - Aleline 12

## GAME TWENTY-TWO

### RETI OPENING

A. Aleline - M. Euwe

Played in Delfi, November 27 & 28

1 N-KB3 P-Q4  
 2 P-B4 P-Q5

Now after 3 P-QN4, P-KB3! 4 P-K3, P-K4 Black stands well. Aleline tries a new attempt.

3 P-K3 N-QB3!



Of course, not 3...P-QB4 4 PxP, PxP 5 P-QN4, but on 4 P-QN4 Black could answer 4...NxP 5 PxP, P-K4! (Keres-Flohr, Pernau, 1937) or 4...PxKP 5 BPxP, NxP 6 P-Q4, P-K4! (Keres-Stalberg, Match, 1938) with solid play for Black in both cases.

4 PxP ....

White has not obtained the better game. Black's Queen is drawn out, but White loses tempi.

4 .... NxP

5 NxN QxN

6 N-B3 N-B3

7 P-Q3 P-B3

Euwe intends to fianchetto his bishops. First, he prevents the threat 8 N-N5, Q-Q1 9 B-B4. Still, the text is too passive. White gets a strong pawn center, good piece play, and Black has a weak Queenside. Black should play 7...P-K4! After 8 B-K3, Q-Q1 Black has an absolutely equal game.

8 B-K3 Q-Q2

Though Black intends to develop his B to QN2, I. L. Rabinovich (In "Schmatny USSR", No. 2, 1938) recommended playing 8...Q-N5, to provoke the weakening 9 P-B3. Black's move loses time, but Euwe wants to preserve the possibility of ...N-N5.

9 P-Q4 P-KN3

10 B-K2 B-N2

11 P-KR3 ....

After 10...B-N2 Black threatened 11...N-N5 to exchange the B on K3.

11 .... O-O

12 O-O P-N3

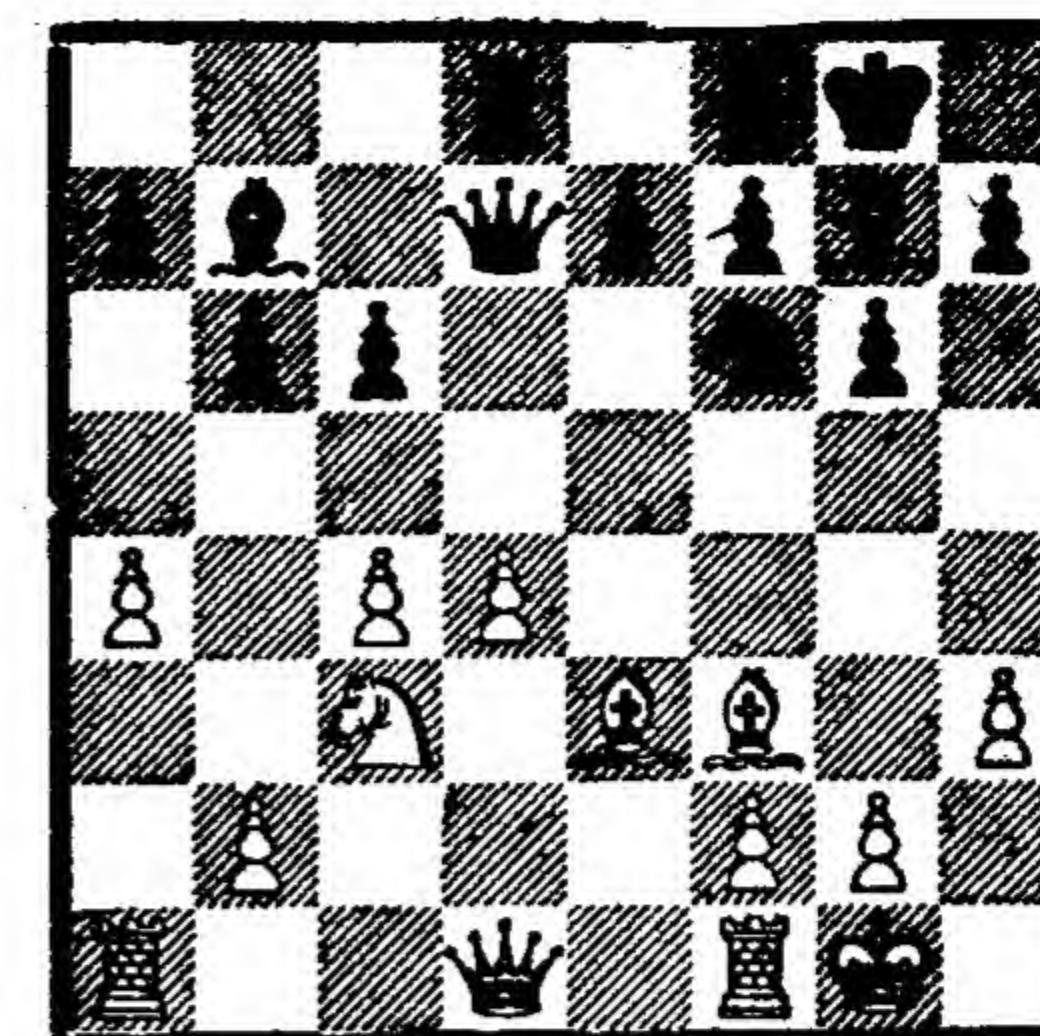
13 B-B3 B-N2

Black has a satisfactory development, but his Queenside is weak. White's position is also not without weakness, and Black organizes pressure on the QP.

14 P-QR4! QR-Q1

This move continues to attack the QP. Black has other possibilities-for example: 14...P-QR4 15 Q-N3, Q-B2 16 P-Q5, P-B4 17 N-N5 or on 16 P-Q5, 16...N-Q2 17 KR-Q1-worth serious consideration is 14...KR-Q1, leaving the QR to defend the QRP. For example, 15 P-R5, PxP 16 RxP, N-K1 17 Q-N3, Q-B2 or 16 Q-R4, N-K1 17 KR-Q1, N-Q3 - in both cases, Black's chances are not bad.

See diagram at top of next column.



15 P-R5 Q-B2

Both defending the QNP and threatening 16...P-K4.

16 Q-N3 N-Q2

Against the threat of P-Q5 he defends the QNP again. On 16...PxP follows 17 Q-R3.

17 PxP PxP

18 R-R7 R-R1

The White rook cannot be allowed to remain.

19 KR-R1 P-K3

Not good was 19...RxR 20 RxR, R-R1 21 RxRch, BxR 22 Q-R3, Q-Q1 23 Q-R7 etc.

The text move is directed against P-Q5. After 20 P-Q5, RxR 21 RxR, BPxP 22 PxP, PxP 23 BxQP, BxB 24 RxQ, BxQ 25 RxN equal play results.

20 RxR BxR

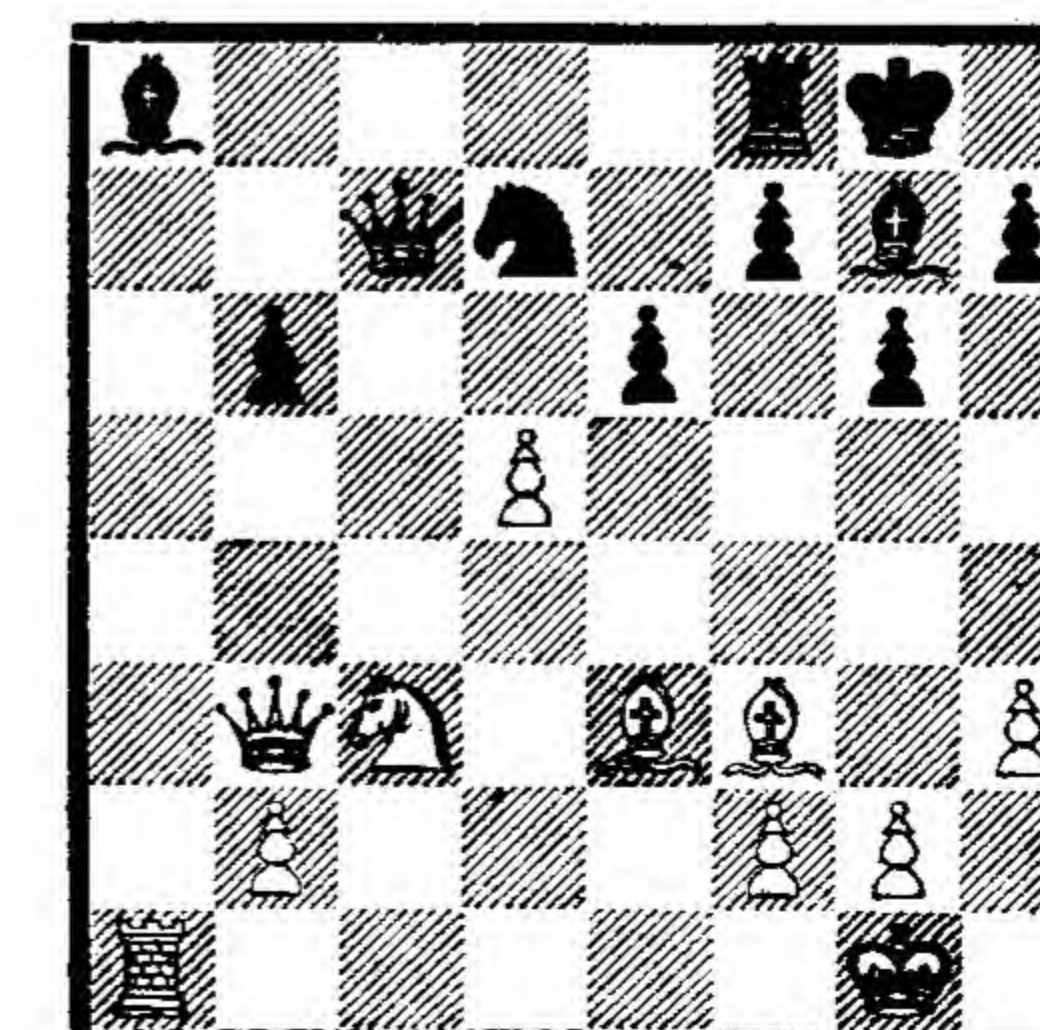
Weaker was 20...RxR 21 RxRch, BxR 22 Q-R3, B-N2 (23 Q-K7, B-KB1 24 Q-K8?, N-B3) 23 Q-R7, Q-N1 24 QxQch, NxQ 25 N-K4, giving White the better endgame.

21 P-Q5 ....

White decides on the text; alternate continuations are unclear.

21 .... BPxP

22 PxP ....





22 .... N-B4

A very interesting position. With the text move Euwe strives for energetic counterplay. Nevertheless, better was 22...PxP! 23 BxQP, BxN 24 PxB (24 BxPch, K-N2 25 PxB, Q-B3 26 B-Q4ch, N-B3 27 BxNch, KxB 28 P-B3, RxB and Black has an extra piece) BxB 25 QxB, QxP 26 R-QB1, N-B3 27 Q-Q6, Q-N7 and the game is drawish, in spite of the weak Black Kingside.

On 22...BxN 23 P-Q6!?, QxP 24 QxB, BxB 25 B-R6 White quickly wins.

White gets nothing good now from 23 P-Q6, NxQ 24 PxQ, NxR or 23 BxN, QxB 24 PxP, BxB 25 PxPch, RxB etc..

23 Q-B4 PxP

24 BxQP ....

Of course not 24 NxP, BxN 25 BxB, BxP

24 .... BxB

Black does not relish 24...BxN 25 PxB, BxB 26 QxB, which would leave his Kingside weak.

25 NxB Q-K4

The Black QNP will fall, but it is not easy for White to defend his QNP.

26 R-N1 N-R5!

27 P-QN3 ....

After 27 QxN, QxN 28 BxP, R-R1 29 Q-B2, R-N1 30 B-K3, Q-R7, White has only small winning chances.

27 .... N-N7

28 Q-B6 P-QN4

The QNP stays alive. 29 QxP is not playable because of 29...R-Q1.

29 B-B4 Q-K3

The decisive blunder. Poor also was 29...Q-K1 30 N-B6ch, BxN 31 QxB, or 29...Q-K5 30 N-B6ch, or 29...Q-B4 30 N-K7ch, nor, of course, 29...Q-Q5 30 B-Q6, R-Q1 31 R-K1 with threat of R-K8ch.

Strongest is 29...Q-K7!! For example:

1) 30 B-Q6, N-Q8! 31 BxR, Q-K8ch 32 K-R2, B-K4ch;

2) 30 N-B6ch, K-R1;

3) 30 N-B3, Q-Q6 31 RxN, BxN.

Thus, White must play 30 R-KB1 with only a small advantage. Now, with the text move, Black just loses a pawn.

30 QxP Q-K5

No better was 30...R-Q1 31 R-QB1, and if 31...P-N4, then 32 BxP, RxN (32...P-B3 33 N-B7) 33 Q-N8ch, B-B1 34 R-B8, RxB 35 RxBch, K-N2 36 R-N8ch, K-R3 37 Q-B8ch, K-R4 38 RxRch, KxR 39 Q-N7ch, and 40 QxN.

31 R-QB1! ....

On 31 R-KB1 Black could answer 31...R-Q1, attacking the knight. Now after 31...R-Q1 32 Q-Q7!, RxQ 33 R-B8ch, B-B1 34 N-B6ch, K-N2 35 NxQ, White wins.

31 .... N-Q6

32 Q-B4 Q-K7

Not possible is 32...B-Q5 because of 33 N-B6ch.

33 R-KB1 NxB

34 QxN ....

After 34 NxB, QxQ 35 PxQ, R-B1 36 R-B1, B-R3 37 P-N3 (or 37 N-Q5, BxR 38 N-K7ch, K-N2 39 NxR, K-B3) BxN 38 PxB, K-B1, White's advantage is insufficient to win.

34 .... Q-N4

35 Q-B3 ....

Not 35 Q-B4, R-N1 36 N-K7ch, K-B1 37 N-B6, QxQ 38 PxQ, R-QB1 39 N-R5, B-B6.

35 .... R-N1

36 R-N1 Q-R3

37 R-Q1 Q-R6

38 R-N1 ....

Here, just before the time control, it is possible that White is not playing the best moves.

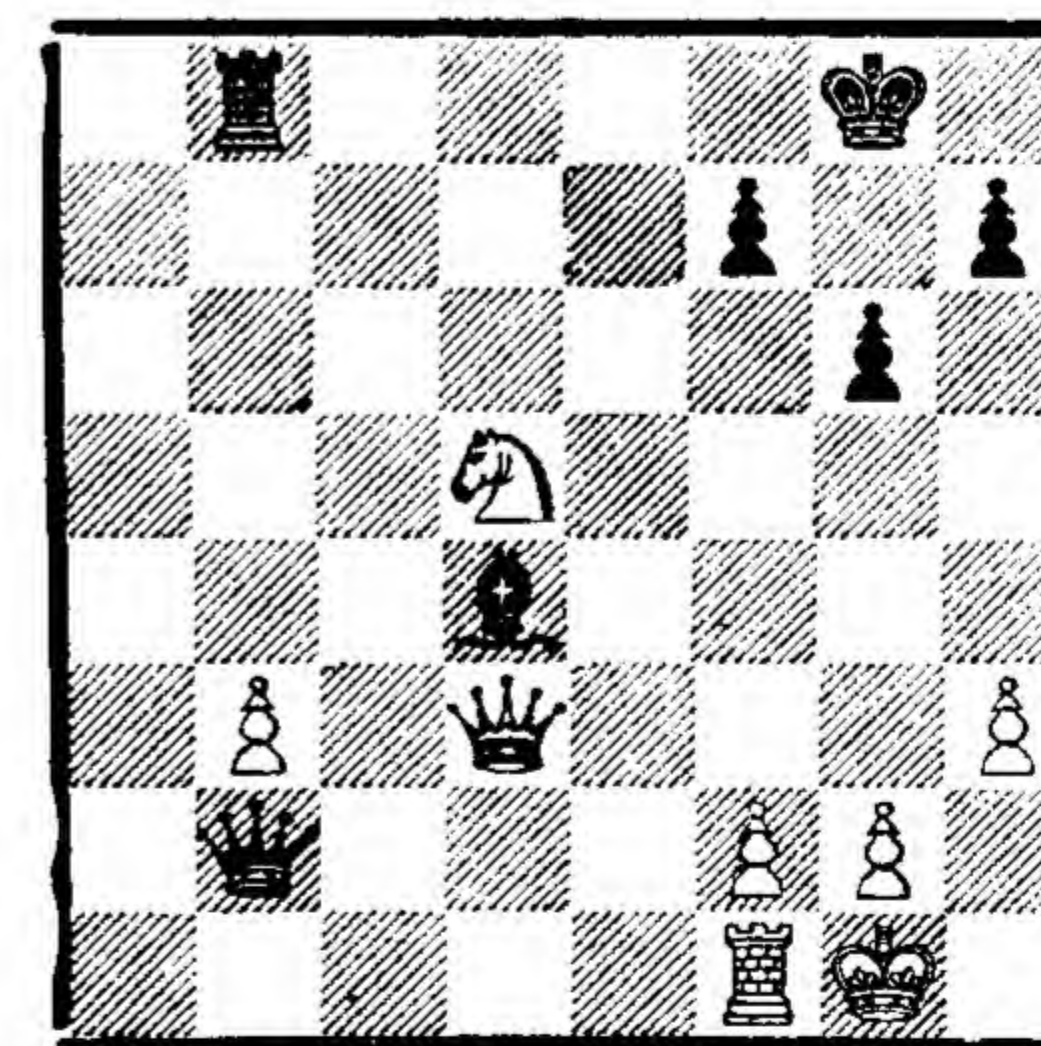
38 .... Q-R7

39 Q-Q3 B-Q5

40 R-KB1 ....

White cannot win by 40 QxB, QxRch 41 K-R2, RxP 42 N-B6ch, K-B1 43 NxPch, K-N1.

40 .... Q-N7



A complex position, but Alekine has a way to force the win. How could Euwe defend after 40...Q-R2 41 P-QN4, R-Q1 42 Q-B4, when White has both an extra pawn and the better position?

41 N-K7ch K-B1



After 41...K-N2 42 N-B5ch!, PxN 43 Q-N3ch Black loses the exchange. Also if 41...K-R1 42 N-B6, BxPch 43 RxB, Q-B8ch 44 K-R2, QxN 45 RxB White wins.  
42 N-B6 BxPch

Naturally.

43 K-R2 ....

A note worthy move. White organizes an attack on the Black King. Therefore he refrains from 43 RxB, Q-B8ch 44 Q-B1, QxN 45 RxBch, K-N1, which is less decisive.

The King stands better on R2, than on R1, for after 43 K-R1, R-K1 44 Q-B3, R-K8 Black could draw.

43 .... R-K1

The natural move. Bad was 43...RxB 44 RxB or 43...R-R1 44 Q-KB3, R-R7 45 N-N4 nor, of course, 43...R-N2 44 Q-KB3, B-N3 45 N-Q8, Q-K4ch 46 K-R1, R-Q2 47 NxP etc..

44 Q-KB3 R-K7

45 N-Q4 ....

The knight plays a great role in this game. Not possible now is 45...QxN 46 QxR, nor 45...BxN 46 QxP, mate.

45 .... R-Q7

46 N-K6ch K-K2

On 46...K-N1 47 Q-R8ch.

47 N-B4 Q-Q5

Defending the threat of 48 N-Q3. After 47...B-Q5 48 Q-N7ch, K-K1 49 N-Q3, B-K4ch 50 K-R1, Black is without a defense.

On 48 N-K2, Black can answer 48...Q-K4ch. White defends this possibility, so as to threaten N-K2.

48 K-R1 R-R7

And this combination does not save Black. Neither does 48...Q-K6 49 QxQch, BxQ 50 R-K1, nor 48...B-R5 49 Q-N7ch, K-Q3 50 Q-N8ch!, K-Q2 ( 50...K-K2 51 Q-B7ch, Q-Q2 52 Q-K5ch, K-Q1 53 N-K6ch!, PxN 54 Q-N8ch, K-K2 55 Q-B8, mate) 51 NxP, BPxN 52 R-B7ch, B-K2 53 Q-N7ch.

Black's troubles stem from the opening of the KB-file for White.

49 N-K2 R-R8

50 Q-N7ch ....

After this move, Black is without a defense.

50 .... K-B3

No better was 50...K-B1

51 NxQ RxRch

52 K-R2 B-N8ch

53 K-N3 B-B7ch

54 K-B3 BxNch

55 K-K4 R-Q8

56 Q-Q5 ....  
Even stronger was 56 Q-B6ch, and 57 Q-B2.

56 .... K-K2

57 P-KN4 P-R4

58 PxP P-B4ch

59 K-B3 R-Q6ch

60 K-K2 R-K6ch

61 K-Q2 R-K5

62 PxP Resigns

A difficult game, showing Alekine's qualities as a great master.

Score: Euwe 9 - Alekine 13

# GAME TWENTYTHREE QUEEN'S INDIAN DEFENSE

M. Euwe - A. Alekine

Played in Rotterdam, December 1

1 P-Q4 N-KB3

2 P-QB4 P-K3

3 N-KB3 ....

Euwe clearly does not wish to face the Nimzoindian again. Though he lost with 3 N-KB3 in the 21st game, he tries it again.

3 .... P-QN3

4 P-KN3 B-N2

5 B-N2 B-K2

Alekine often plays 5...B-N5ch 6 B-Q2, B-K2. In that sense, the text move is "new".

6 O-O O-O

7 P-N3 ....

This move cannot be recommended. It does not struggle for the central squares, and makes it difficult for White to attack the Black Queenside. Better was 7 N-B3, N-K5 8 Q-B2, NxN 9 QxN.

7 .... P-Q4

8 N-K5 P-B4

Black should play 8...Q-B1! with the serious threat of 9...PxBP. On 9 BPxP, BxP Black's defense is easy.

9 QPxP NPxP

Better, according to M. Kasparyan (Schmatny USSR no. 3, 1938) was 9...BxP, with 10 N-QB3, Q-K2 11 PxP, R-Q1! 12 NxP, KxN (12...QxN 13 PxP, Q-K2 14 QxRch, QxQ 15 BxB, N-R3 16 BxN) 13 PxPch, KxP, etc..



10 PxP PxP  
Euwe has given Black hanging pawns in hope of exerting pressure on them.

11 N-QB3 QN-Q2  
Thus Black is able to complete his development, for on 12 NxQP follows 12...KNxN 13 BxN, BxB 14 QxB, NxN 15 QxN, B-B3.

White's knight finds an active post on Q3, bearing on the QBP.

12 N-Q3 N-N3  
Black is concerned with more than just his development. On 12...Q-B1 follows 13 B-QR3, P-Q5 14 BxB, QxB 15 N-R4, QR-B1 16 QR-B1 and White stands better.

13 P-QR4 P-QR4  
To defend the threat of 14 P-R5, but now White gets a good position for his bishop on QR3 and his knight on QN5.

14 B-QR3 R-B1  
15 N-N5 N-K5  
16 Q-K1 N-Q2  
Interesting complications follow 16...P-B5 17 BxB, QxB 18 QxP, PxN 19 PxP, N-B4 20 QxN, R-B3 21 Q-R5, NxNP 22 QR-K1, Q-B4 23 Q-R7, QxQ (23...R-QN3 24 R-K7!) 24 NxQ, R-B6 (24...R-QR3 25 R-N1!) with about equal play. This variant is according to Euwe.

17 R-Q1 N-Q3  
White threatened 18 BxN, PxP 19 N-K5. Now 18 NxN, BxN gives White nothing, for on 19 N-B4 Black plays 19...BxN. So White plays this immediately.

18 N-B4 NxN  
19 PxN N-B3  
And on 19...N-N3 could follow the same combination as in the game.

20 NxP ....  
This combination leads only to a draw, but what else is White to play in this position?

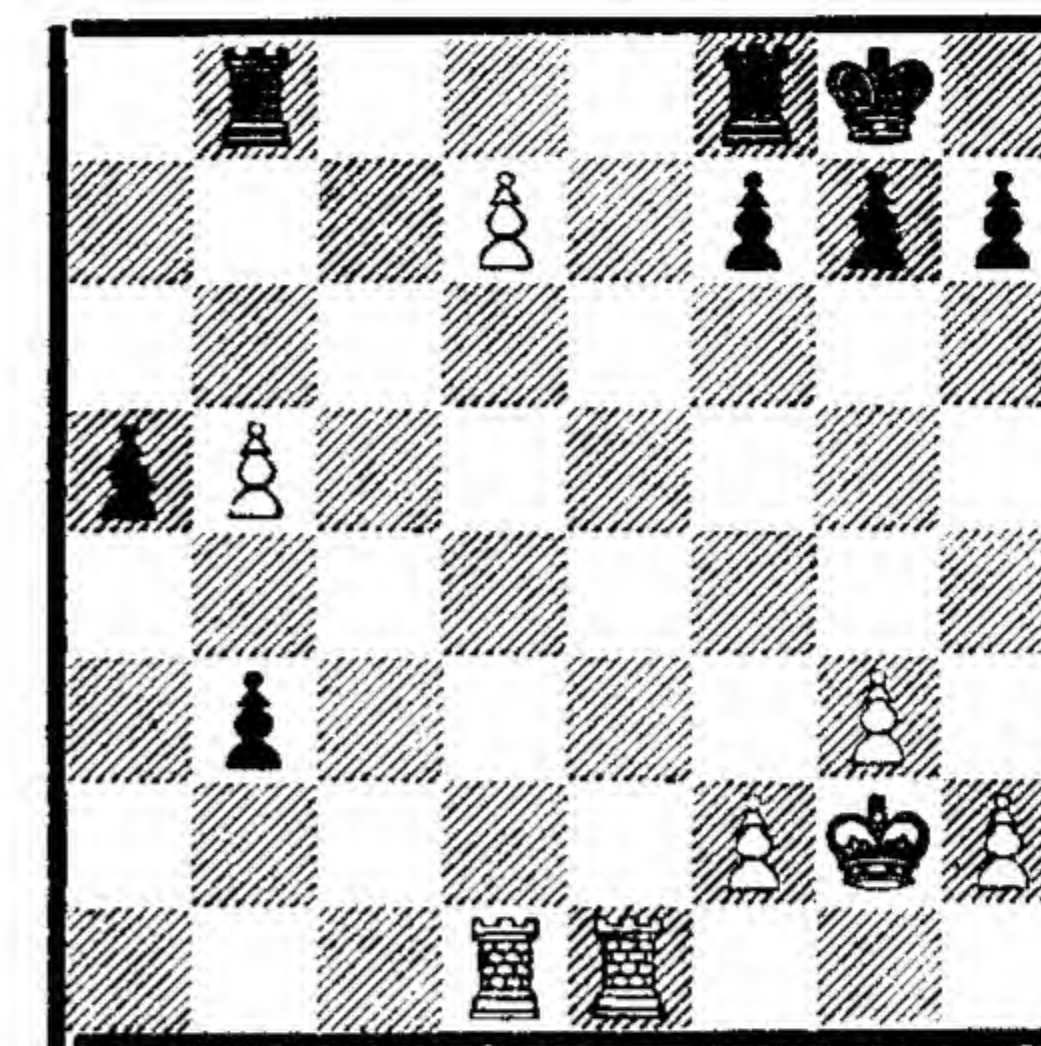
20 .... NxN  
21 P-K4 ....  
And 21 BxN, BxB 22 P-K4, Q-N3 23 RxB, QxP leads to equal play.

21 .... P-B5!  
The best chance, getting the Black Queen out of the pin. Much weaker was 21...Q-N3 22 PxN, B-Q3 23 Q-K2.

22 BxB QxB  
23 PxN QxQ  
24 KRxQ PxP  
25 P-Q6 ....

Not good here was 25 R-K7, P-N7, nor 25 R-R1, KR-Q1 26 RxP, P-N7 with the threat of 27...R-B8

25 .... BxB  
26 KxB R-N1  
27 P-Q7 ....



27 .... P-N3?

G. Kasparian is correct that this move loses, and that Black should play 27...KR-Q1!

True, after 28 R-R1!, RxP 29 RxP, R-Q6 30 R-K4!, P-R3 31 R-QN4, R-Q4!! 32 RxP, P-B4 Black is a pawn down, but White is tied to the defense of the QNP, and the game should be drawn.

Now with the move 28 R-Q4!! White begins an attack on the Black Queenside pawns, exchanging them for his QP and winning with his extra QNP. Euwe in "Chess", writes that after 28 R-Q4, KR-Q1 29 R-K3, P-R5 (poor is 29...P-N7 30 R-N3, R-N2 31 P-N6!) 30 RxRP, RxP 31 RxP, R/2-N2 32 R/4-N4, R-N3 Black has drawing chances. White, however, has 28 R-Q4, KR-Q1 29 R-K3, P-R5 30 R-K8ch, RxR (according to G. Kasparian) 31 PxR(Q)ch, RxQ 32 RxP and Black loses the QNP and the game.

Euwe writes that the variation 28 R-Q4, K-N2 29 R-K3, P-R5 30 RxRP, RxP 31 R-K8, R-QN1 leads to a draw, but this is incorrect. Kasparian shows that 28...K-N2 loses because of 29 R-QR1, P-R5 30 R-QN4; White wins in Euwe's variation by 30 R-QN4 with a following 31 R-K8, R/KB1xR 32 PxR(Q), RxQ 33 RxP and 34 R-N4.

After the following move, Black remains with an extra pawn.

28 R-QR1? RxP  
29 R-K8 R-Q4!  
Did Euwe not see this move?  
30 RxP RxP



31 RxRch KxR  
 32 R-QN5 R-Q6  
 33 R-N7 ....

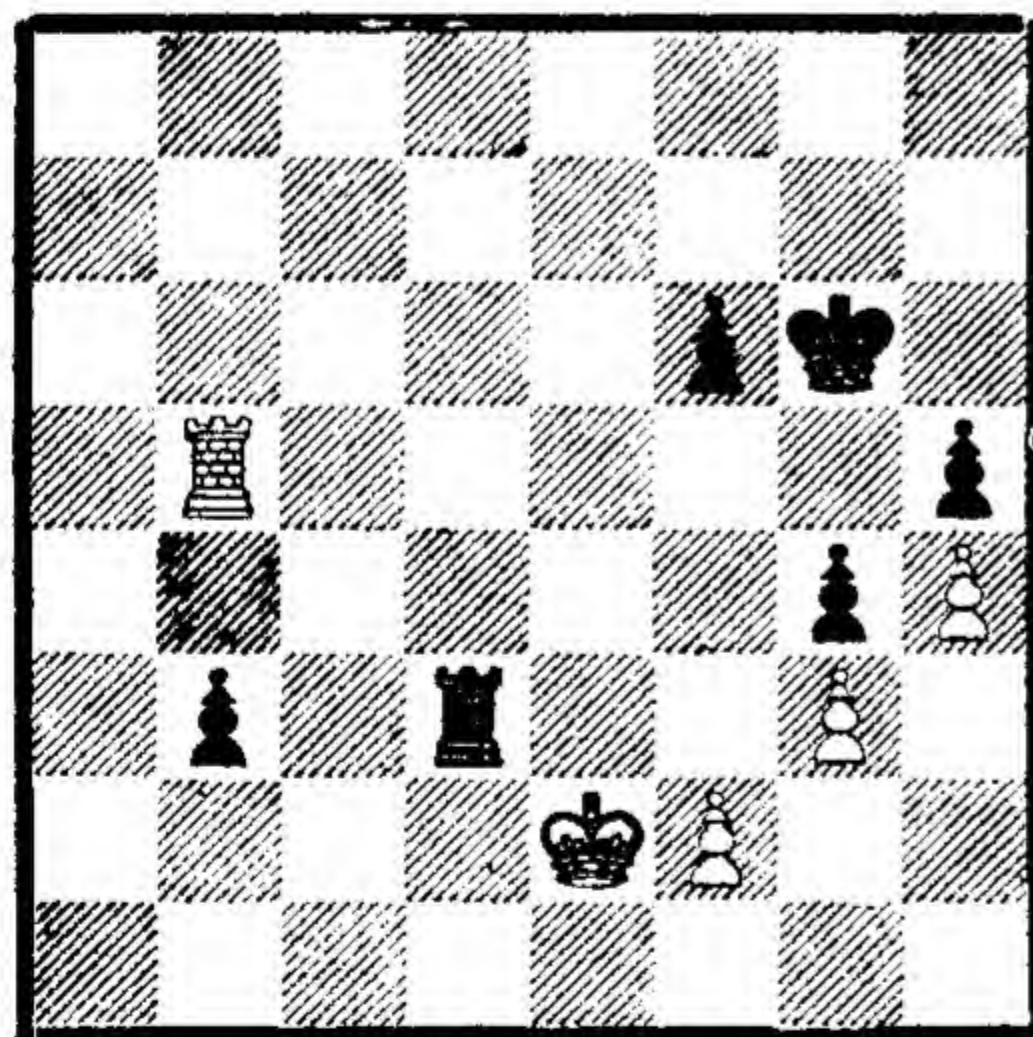
The next several moves show Tarrasch's classical truth: the Rook must stay behind the enemy passed pawn. White is more active, and Black cannot get his Rook off the sixth rank. After 33...K-K1 34 K-B1, K-Q1 35 K-K2, K-B1 36 R-N4, R-QB6 37 K-Q2, R-B7ch 38 K-K3, P-N7 39 P-R4, K-B2 40 P-B3, K-B3 41 K-Q4 White obtains a draw.

33 .... K-N2  
 34 R-N6 P-N4  
 35 P-R3 P-R4  
 36 P-R4 P-N5  
 37 R-N5 K-N3  
 38 R-N5ch K-R3  
 39 R-N5 P-B3  
 40 K-B1 K-N3

Now Black has a good plan of play, if White does not bring his King to the center: 1) to play ...P-KB4 to shield the KRP; 2) to post his King on K3; 3) moving ...K-Q3 to sacrifice the KBP, allowing the QNP to advance.

Thus White brings his King to the center, which allows the QNP to reach the seventh rank.

41 K-K2 ....



41 .... R-KB6

Or 41...R-QB6 42 K-Q2, R-B7ch 43 K-K3, P-N7 44 P-B4! (this is according to Euwe in "Chess") and if 44...R-KN7, then 45 K-K4, RxP 46 RxNP, R-KR6 47 P-B5ch, K-R3 48 R-N6, RxP 49 RxPch, K-R2 50 R-N6 with a draw.

Or after 44...P-B4 45 R-N6ch, K-B2 46 K-Q4, R-KN7 47 R-N7ch, K-K3 48 R-N6ch, K-Q2 49 R-N7ch, K-B3 50 R-N8, RxP 51 RxP, R-KR6 52 K-K5, RxP 53 R-N2!, R-R6

54 KxP, P-N6 55 K-N5, P-R5 56 P-B5, R-R7 57 R-N1, K-Q2 58 P-B6, K-K1 59 K-N6, R-B7 60 K-N5!, etc..

42 K-K1 P-B4

S.V. Belavenets and V. N. Panov, and also Kasparian agree that after 42...R-B6 43 K-Q2, R-B7ch 44 K-K3, P-N7 Black wins, but 45 P-B4! should draw.

43 R-N6ch K-B2

44 R-KR6 P-B5

This eases White's defense. Some commentators give 44...R-B6 45 K-Q2, R-B7ch 46 K-K3, P-N7 47 R-N6, K-K2 48 P-B3 (but not 48 P-B4) and if 48...R-B6ch, then 49 K-B2, RxPch 50 K-N2, P-B5 51 PxP, R-KR6 52 RxP, RxP 53 R-N3 with a draw. Black could play stronger by 48...K-Q2!. In this case, White, according to Euwe, plays 49 P-B4!, K-B2 50 R-N4!, K-B3 51 K-Q4-drawn.

45 RxP R-B6

And after 45...PxP 46 PxP, RxP 47 K-B2 and a draw results. Now the threat is 45...R-B8ch.

46 R-QN5 P-B6

Or 46...R-B8ch 47 K-Q2, R-B7ch 48 K-Q1, RxP 49 RxP, P-B6 50 R-N4, R-KN7 51 RxP.

47 K-Q2 R-B7ch

48 K-K3 P-N7

49 K-B4 R-B5ch

50 K-K3 Draw

Of course, 50 K-N5, R-B4ch! wins for Black.

Score: Euwe 9½ - Alekine 13½

## GAME TWENTYFOUR

### QUEEN'S GAMBIT

A. Alekine - M. Euwe

Played in Rotterdam, December 2

1 N-KB3 P-Q4

2 P-QB4 P-K3

After game 22, Euwe does not decide on 2...P-Q5.

3 P-Q4 N-KB3

4 N-B3 P-B4

Euwe played this in Game 18 of the match.

5 BPxP NxP

6 P-KN3 ....

In the 18th game White failed to get an advantage after 6 P-K4, NxN 7 PxN, PxP 8 PxP, B-N5ch. The text



leads to a totally different type of position.

6 .... P x P

After this move White can get the better endgame by force. Why did Black play it? Clearly better was 6...N-QB3 7 B-N2, P x P 8 N x P, N/4 x N 9 P x N, B-Q2 10 O-O, B-K2 with about equal play.

7 N x N Q x N

8 Q x P Q x Q

This exchange is a loss of time and White gets the central square for his knight. It seems to me that 8...N-B3 9 Q x Q, P x Q 10 B-N2, B-QB4 was better. Black will have an isolated pawn, but a good piece development.

9 N x Q B-N5ch

10 B-Q2 B x Bch

11 K x B K-K2

It is very difficult for Black to mobilize his Queenside; as a result of 8...Q x Q, Black must guard against a White Rook getting to his QB2.

12 B-N2 R-Q1

13 K-K3 N-R3

14 QR-QB1 R-QN1

15 P-QR3 B-Q2

S.V. Belavenets and V.N. Panov write, that here a stronger move was 15...P-K4 16 N-N5, B-Q2!, but after 17 N-B7, R/Q-QB1 18 N-Q5ch, K-B1 19 P-QN4 White has a strong position.

16 P-B4 P-B3

This weakens Black's position. After 16...R/Q-QB1 17 R x R, B x R 18 R-QB1 (18 N-N5, B-Q2!) B-Q2 19 P-QN4, K-Q1, Black has chances to equalize, through the next few moves, though the natural weakness of his QNP remains.

17 B-K4 B-K1

Of course, not 17...P-K4 18 P x P, P x P 19 N-B3, and Black has a weak KP. 17...P-N3 is only a new weakening of his position.

18 P-QN4 R-Q2

Defending the threat of 19 P-N5.

19 P-B5! ....

This is a result of 16...P-B3. On 19...P-K4 follows 20 N-K6, with threats of 21 N x P and 21 P-N5.

19 .... N-B2

20 P x P N x P

21 N x N K x N

22 B x R P ....

Thus, Black has lost a pawn - the direct result of

16...P-B3. White can now take the KRP because his bishop can escape via KN8!

22 .... P-B4

Another weakening.

23 R-B5 P-KN3

24 B-N8ch K-B3

25 R/1-QB1 R-K2ch

26 K-B2 B-B3

27 B-Q5 ....

The Black bishop, of course, should be exchanged.

27 .... R/1-K1

28 R-K1 B x B

29 R x B P-KN4

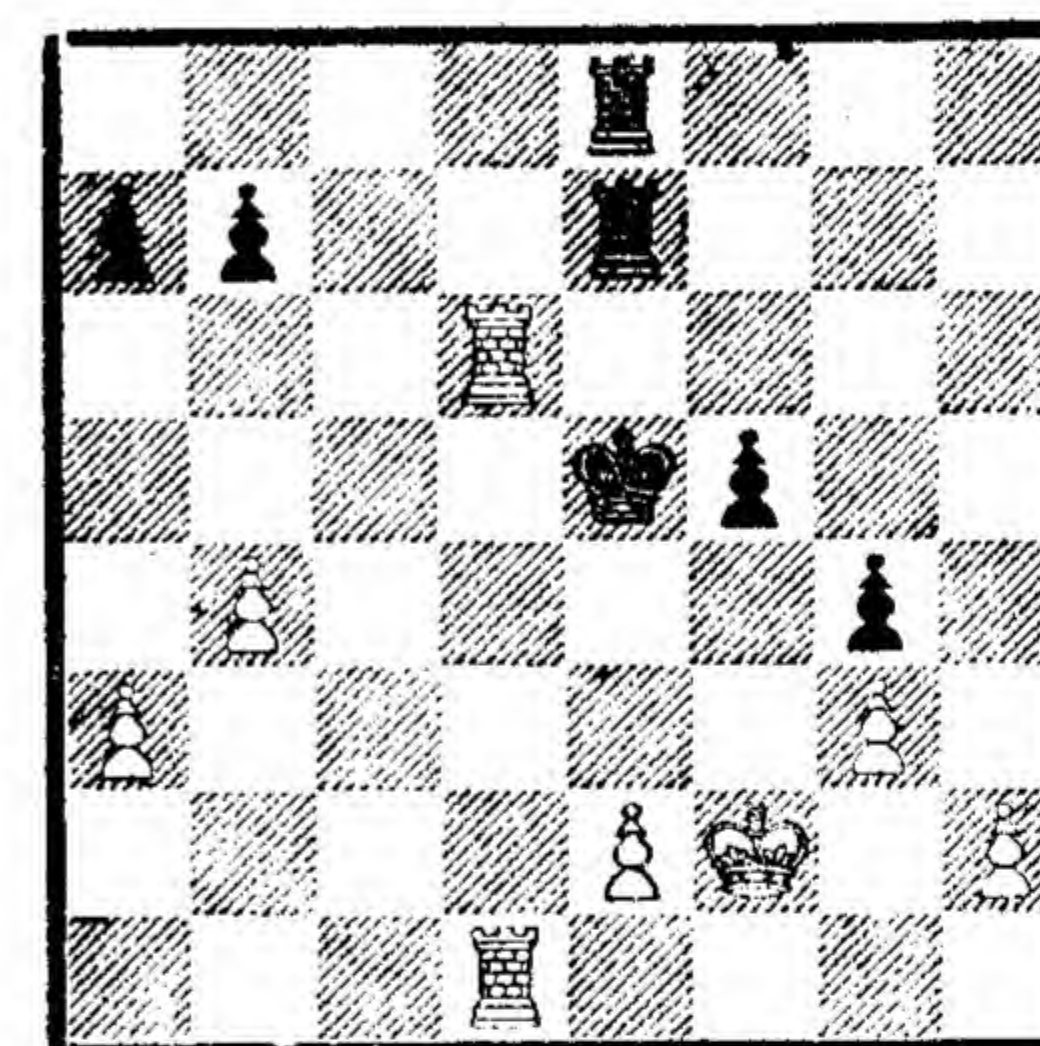
An attempt to make it difficult for White to advance the Kingside pawns.

30 R-Q6ch ....

A good check. If the King moves to the second rank, 31 P-KR4! follows. Euwe blunders.

30 .... K-K4?

31 R/1-Q1 P-N5



No better was 31...R-K3 32 R/1-Q5ch, K-B3 33 R x Rch, K x R. Now White can win in two ways. The first is 32 R/1-Q5ch, K-K5 33 R-Q4ch, K-K4 34 P-K4!, R-KB2 35 K-K3, R-K3 36 R/4-Q5ch, etc..

Alekhine chooses the second method.

32 R/1-Q5ch K-K5

33 R-Q4ch K-K4

34 K-K3 R-K3

Or 34...P-B5ch 35 K-Q3.

35 R/4-Q5ch K-B3ch

36 K-B4 ....

Black cannot avoid material loss.

36 .... K-N3

37 R x Rch R x R



38 R-K5	R-R3
39 R xP	R xP
40 R-QN5	P-N3
41 K xP	Resigns

Score: Euwe 9½ - Alekine 14½

GAME TWENTYFIVE  
NIMZOINDIAN DEFENSE  
M. Euwe - A. Alekine  
Played in Haag, December 4

1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-QB3	B-N5

Since the "strongest", 4 Q-B2 has given White no advantage, he chooses the Rubinstein system.

4 P-K3	O-O
5 KN-K2	....

And this is the closed Rubenstein system, White defending the pinned knight and intending P-QR3. If Black captures on QB3, White has the two bishops with no weakening of his pawns, and if the Black bishop retreats, White controls his K4 square. On the minus side, the system is quiet, and Black usually gets equality.

5 ....	P-Q4
6 P-QR3	B-K2
7 P xP	P xP
8 N-N3	....

Rubinstein always played 8 N-B4, not allowing 8... P-B4. (9 P xP, B xP 10 N/4 xP). 8 N-N3 was played in Flohr-Lisitsin (Moscow, 1935), continuing 8... P-B4 9 B-Q3, N-B3 with equal chances.

8 ....	P-B4
9 P xP	B xP
10 P-QN4?	....

Euwe overlooks his opponents' answer. Better was 10 B-Q3 or 10 B-K2 with a good game.

After the "energetic" 10 P-QN4, White gets behind in development.

10 ....	P-Q5!
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Very sharp: 11 N-QR4, P xP! 12 N xB, P xPch 13 K-K2, B-N5ch, or 12 Q xQ, P xPch 13 K-K2, B-N5ch 14 K-Q2,

R xQch leading to loss of material, but after 12 B xP, B xB 13 P xB or 11 N-K4, B-N3, White has a poor position. The following move is then forced.

11 P xB	P xN
12 Q-B2	....

After exchanging Queens, White has a worse lag in development, and his QBP is weaker than Blacks'. Therefore, White avoids the endgame.

12 ....	Q-R4
13 R-QN1	....

Or 13 N-K2, N-Q4 14 P-K4, N-N5 15 Q-N1, N/5-R3, and White stands poorly. The QBP is very cramping for White.

13 ....	B-Q2
14 R-N3	....

A new problem- White loses the exchange. But if he defends 14... B-R5 by 14 R-N4, Black answers with 14... N-R3 15 B xN, Q xB and White cannot castle.

14 ....	B-R5
15 Q xP	Q-Q1!

Now the Rook cannot move because of mate at Q1.

16 B-B4	N-R3
17 B xN	P xB

The Rook still cannot move!

18 O-O	B xR
19 Q xB	R-N1
20 Q-B2	Q-Q4
21 P-K4	Q-N6
22 Q-K2	....

White's only chance is to keep the Queens on the board.

22 ....	Q-N4
23 O-R3	....

This is not good. ( has a difficult choice. For 25 N xP! or 23... KR-B1 24 N-B5, R xP 25 P-QR4!

Therefore, Black must continue 23... N-Q2 24 N-B5, Q xP 25 Q-KN3, P-N3 26 B-K3, Q-B5 27 B-Q4, P-B3.

23 ....	Q xP
24 N-B5	....

And this is now a blunder. Correct was 24 B-B4, not allowing 24... R-N8.

24 ....	R-N8
25 Q-B4	N xP
26 P-KR4	R-K1

After 26... N xP 27 B-K3 he loses material. Very strong also on 26... N xP was 27 K-R2.



27 R-K1 Q-B6

28 R-Q1 N-Q7

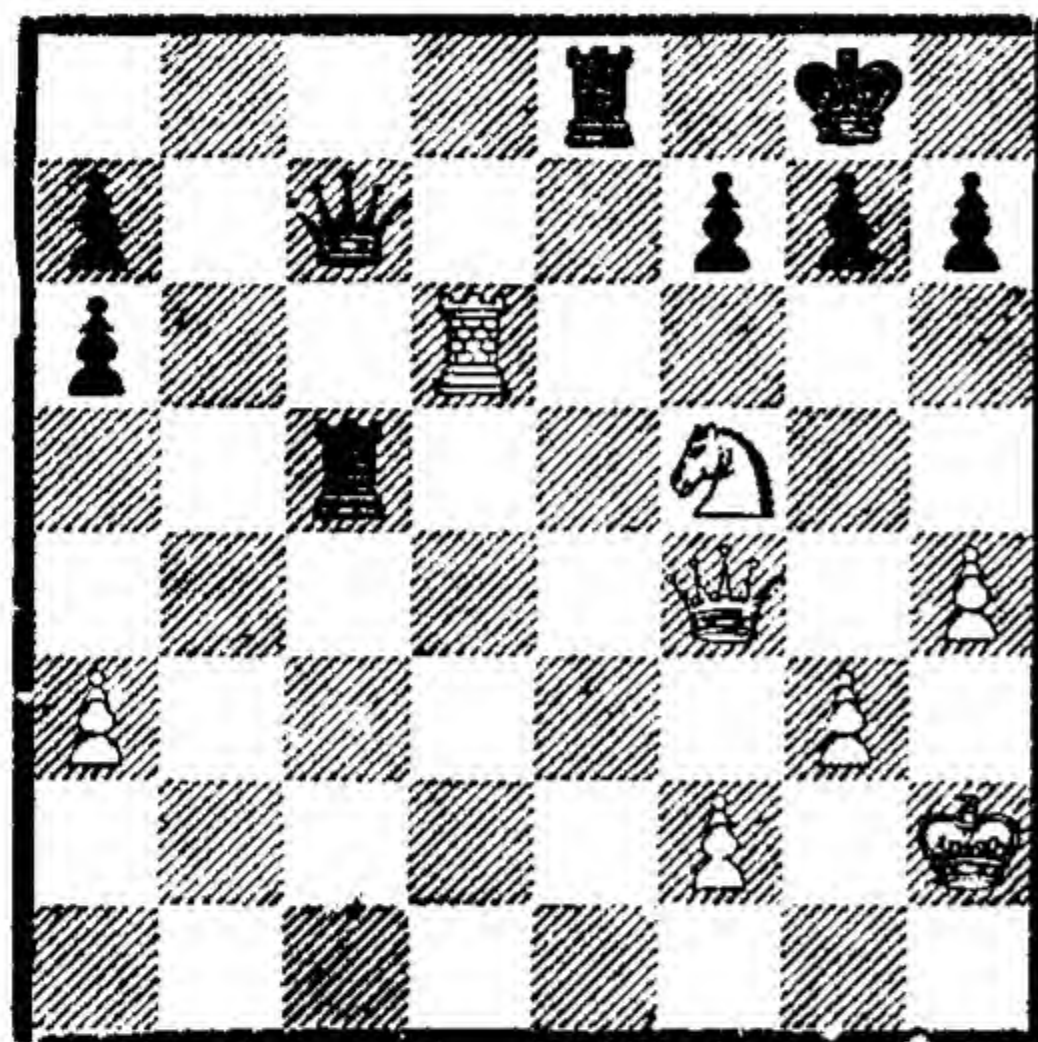
Continuing to play powerful moves.

29 RxN RxBch

30 K-R2 Q-B2

31 R-Q6 R-B4

32 P-N3 ....



32 ... R-KB1!

Only not 32...RxN 33 R-K6!, and White gets Blacks' Queen for Rook and knight. Now 33...RxN is a threat. Not correct is 33 NxP, KxN 34 Q-N4ch, K-R1 35 Q-Q4ch, P-B3 36 RxP, RxR 37 QxRch, K-N1 38 Q-K6ch, Q-B2.

White's following moves are all forced.

33 P-N4 P-B3

34 K-R3 P-KR4

35 Q-Q2 PxPch

36 KxP Q-B2

37 P-R5 RxN!

Winning outright- White's position is without hope.

38 KxR QxPch

39 K-B4 Q-R5ch

40 K-B3 Q-R6ch

41 K-K4 R-K1ch

42 K-Q5 Q-N6ch

43 K-Q4 QxP

Resigns

Final Score: M. Euwe 9½ - A. Alekine 15½